

FIG. 1

FPU AND CPU PIPELINES USED TO EXECUTE INSTRUCTIONS

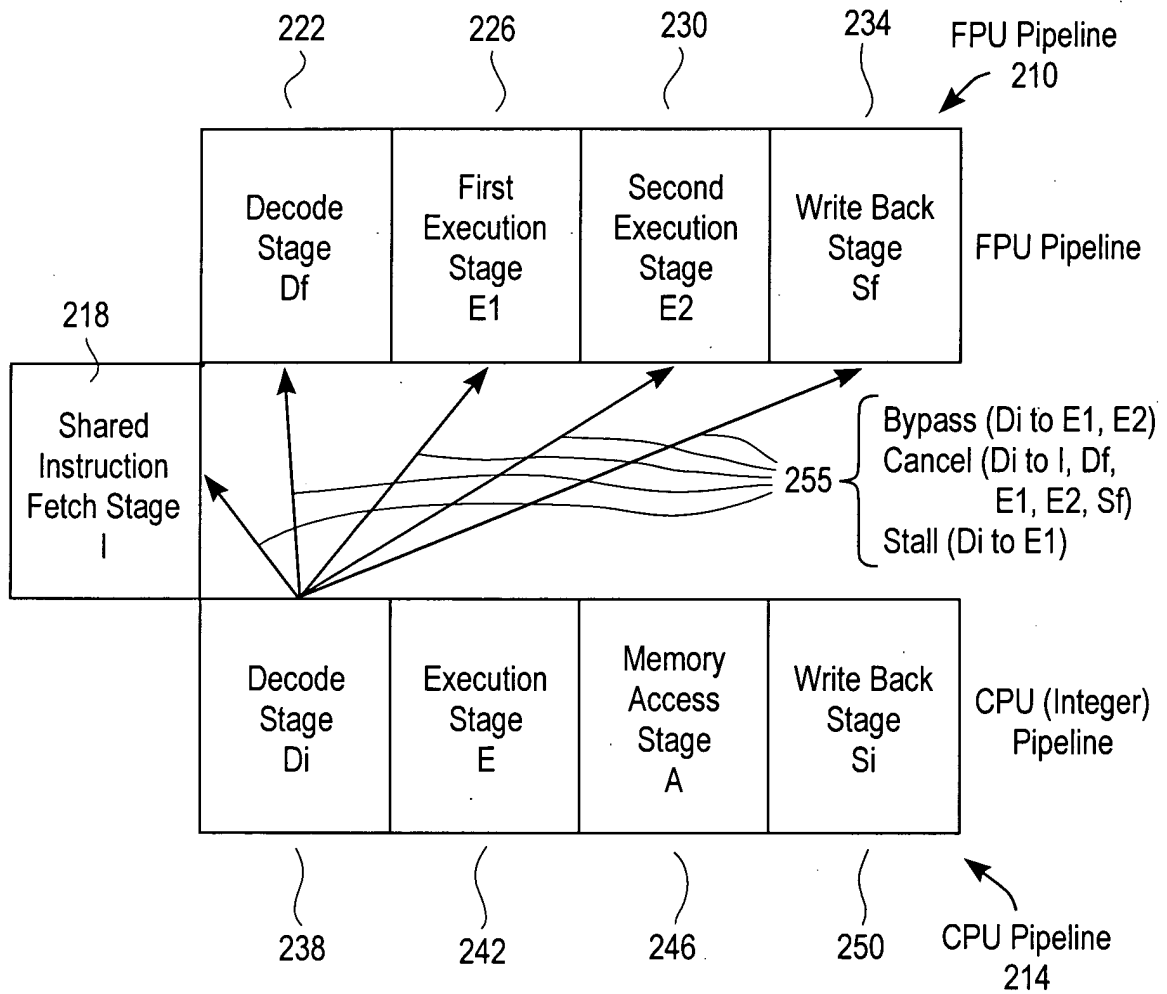


FIG. 2

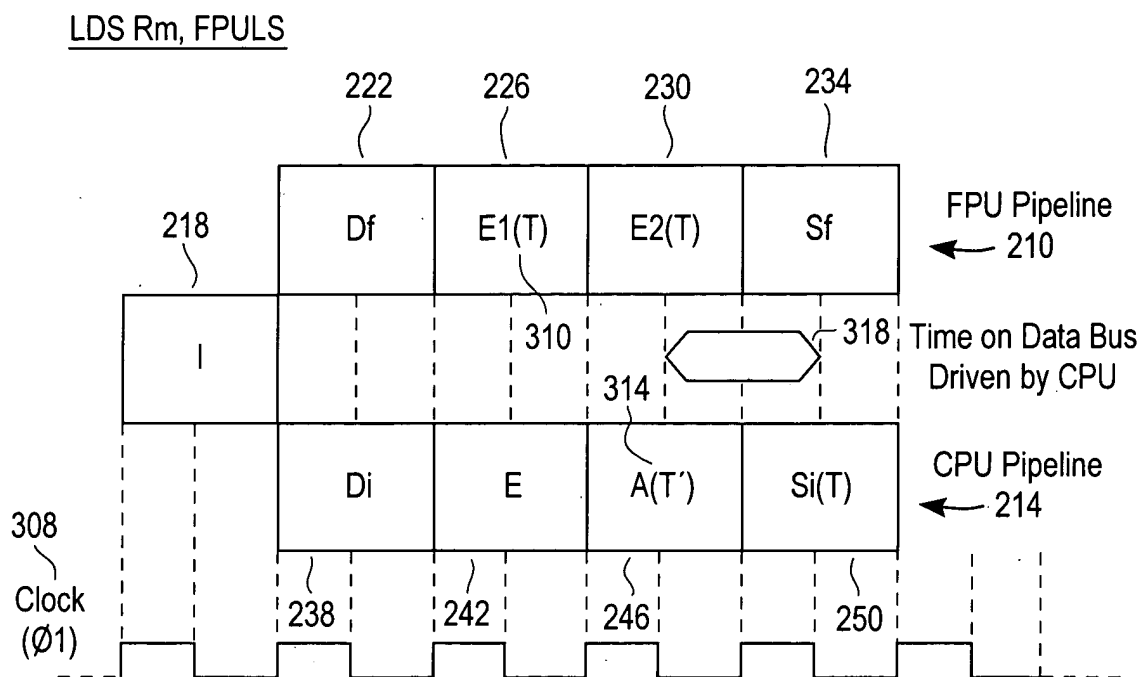


FIG. 3(a)

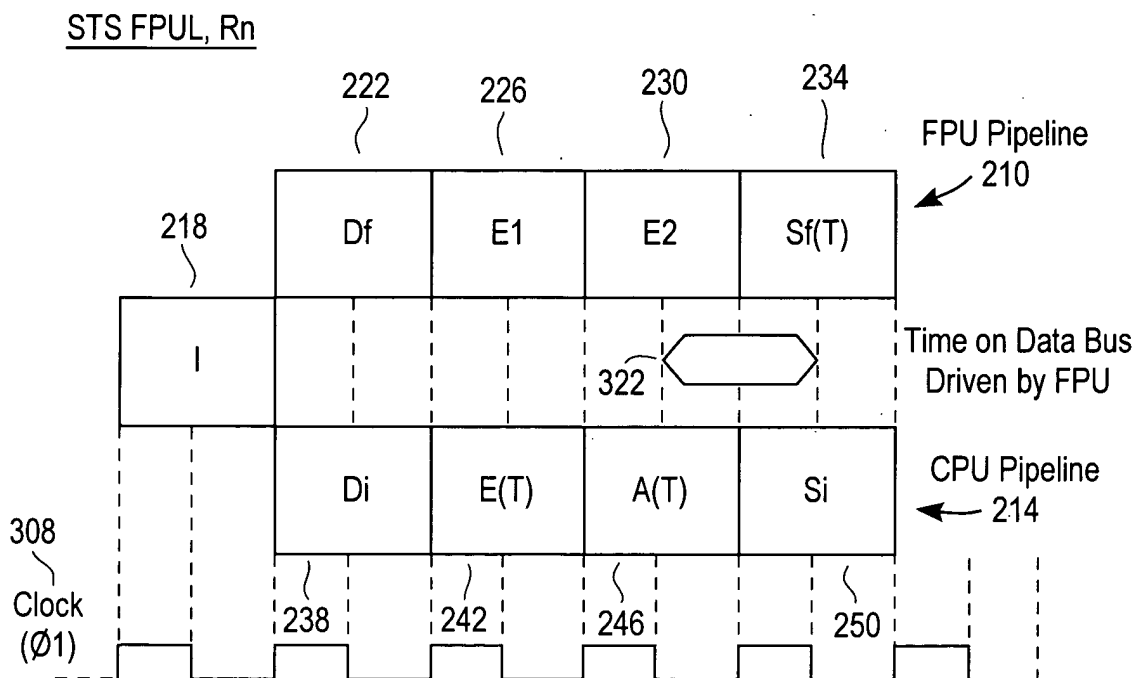


FIG. 3(b)



FPU PIPELINE CIRCUIT

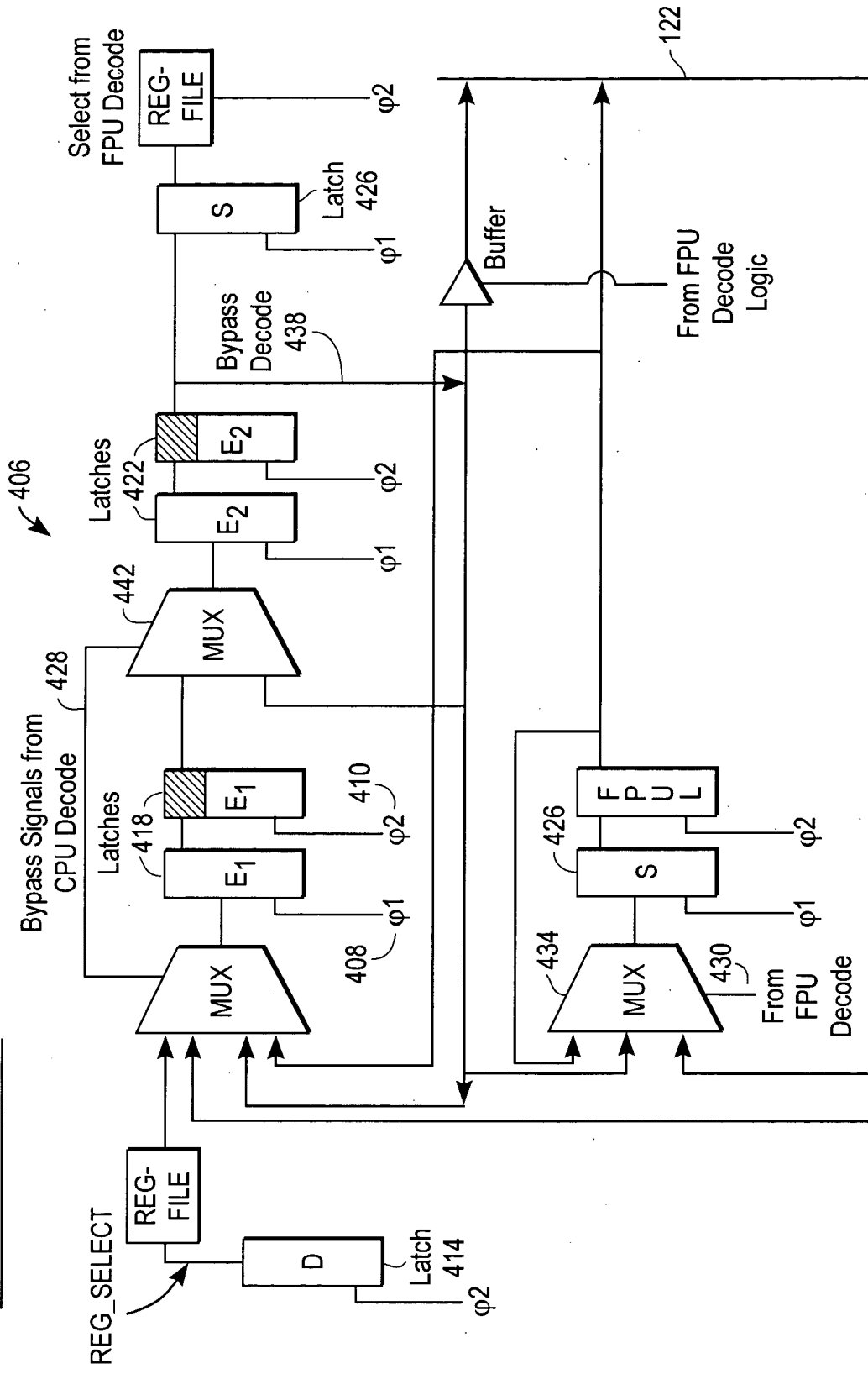


FIG. 4

SYNCHRONIZATION OF PIPELINE RESOURCE SHARING

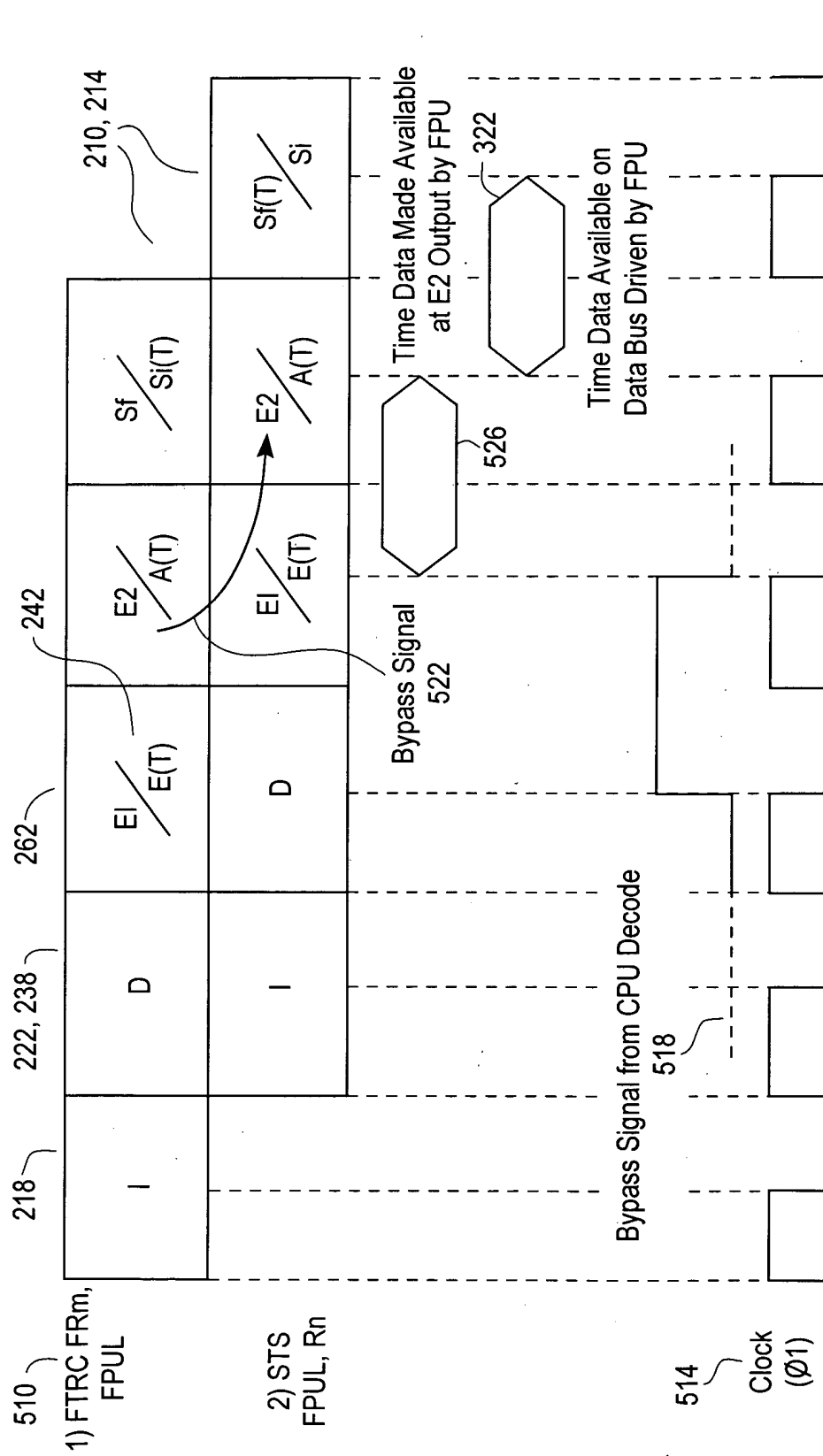


FIG. 5

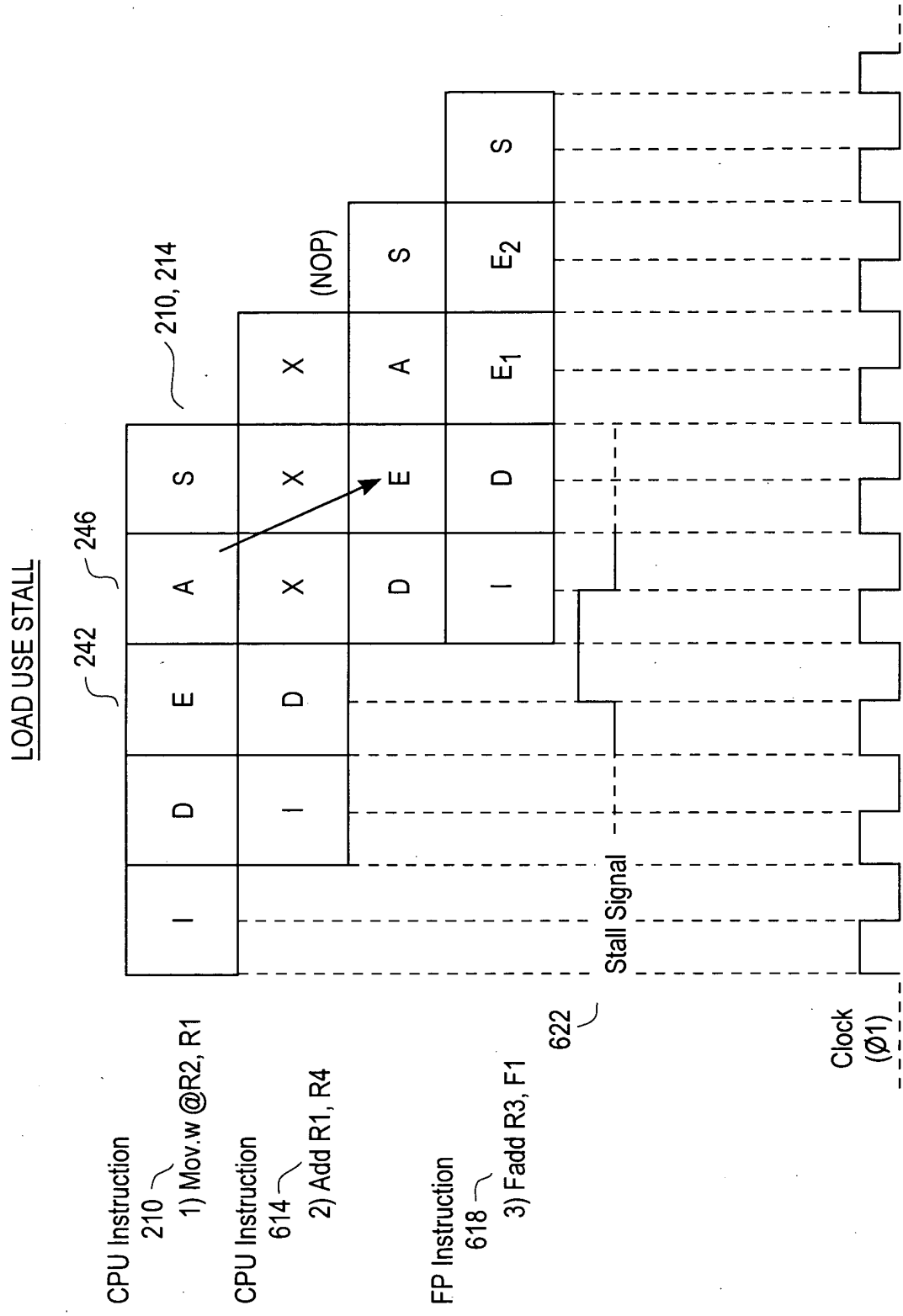


FIG. 6



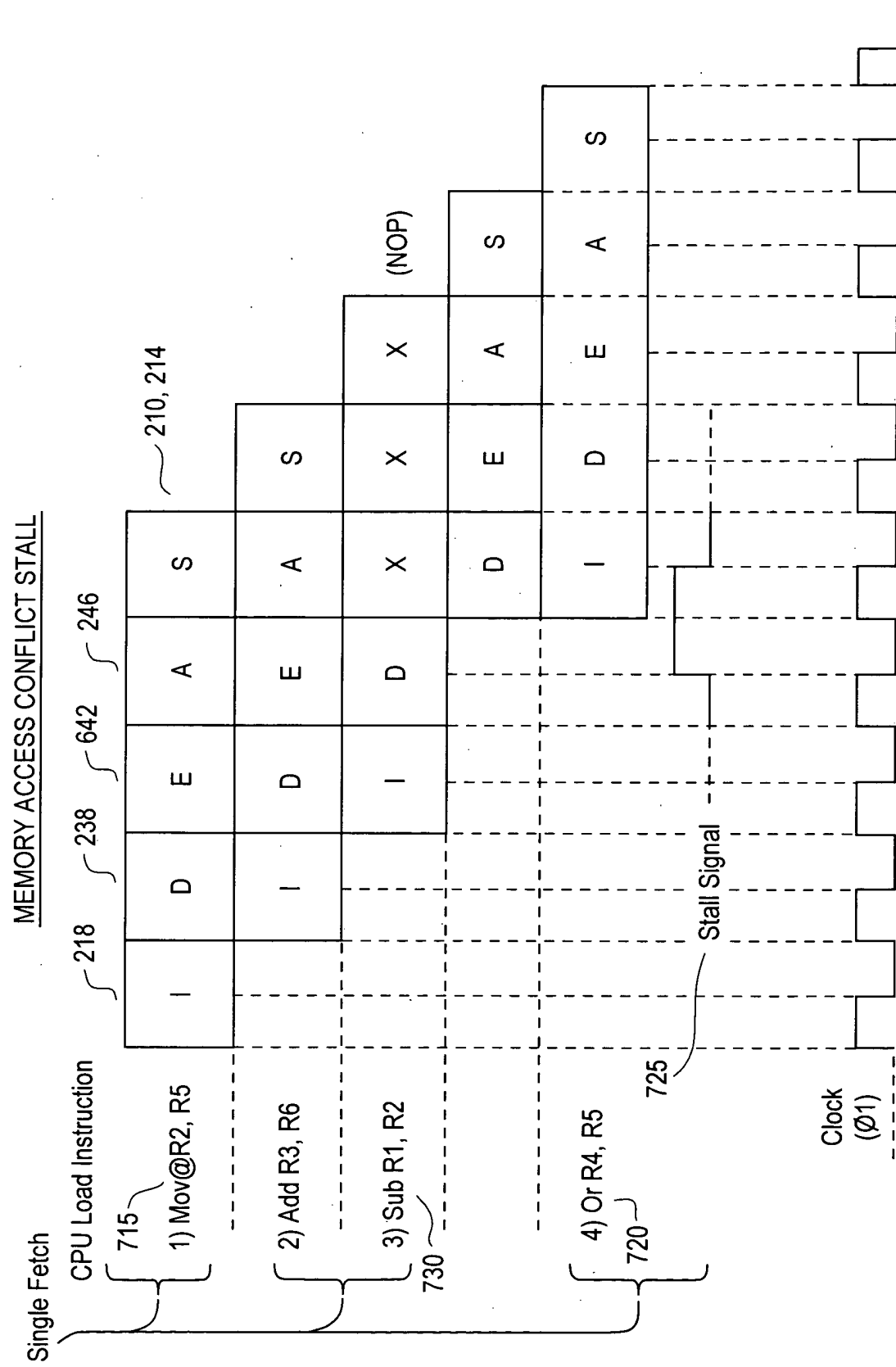


FIG. 7



STALL SIGNAL GENERATION CIRCUIT

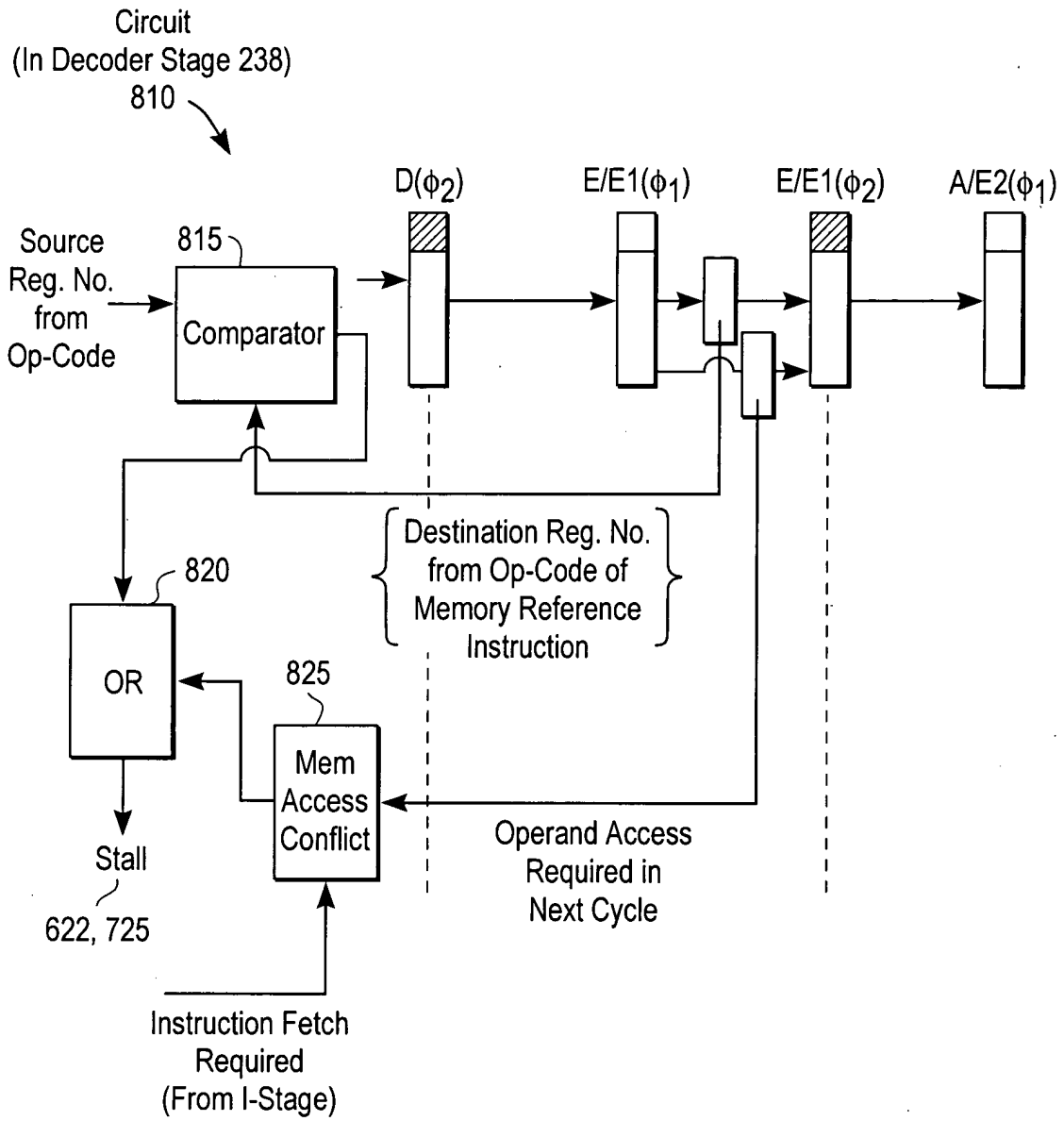
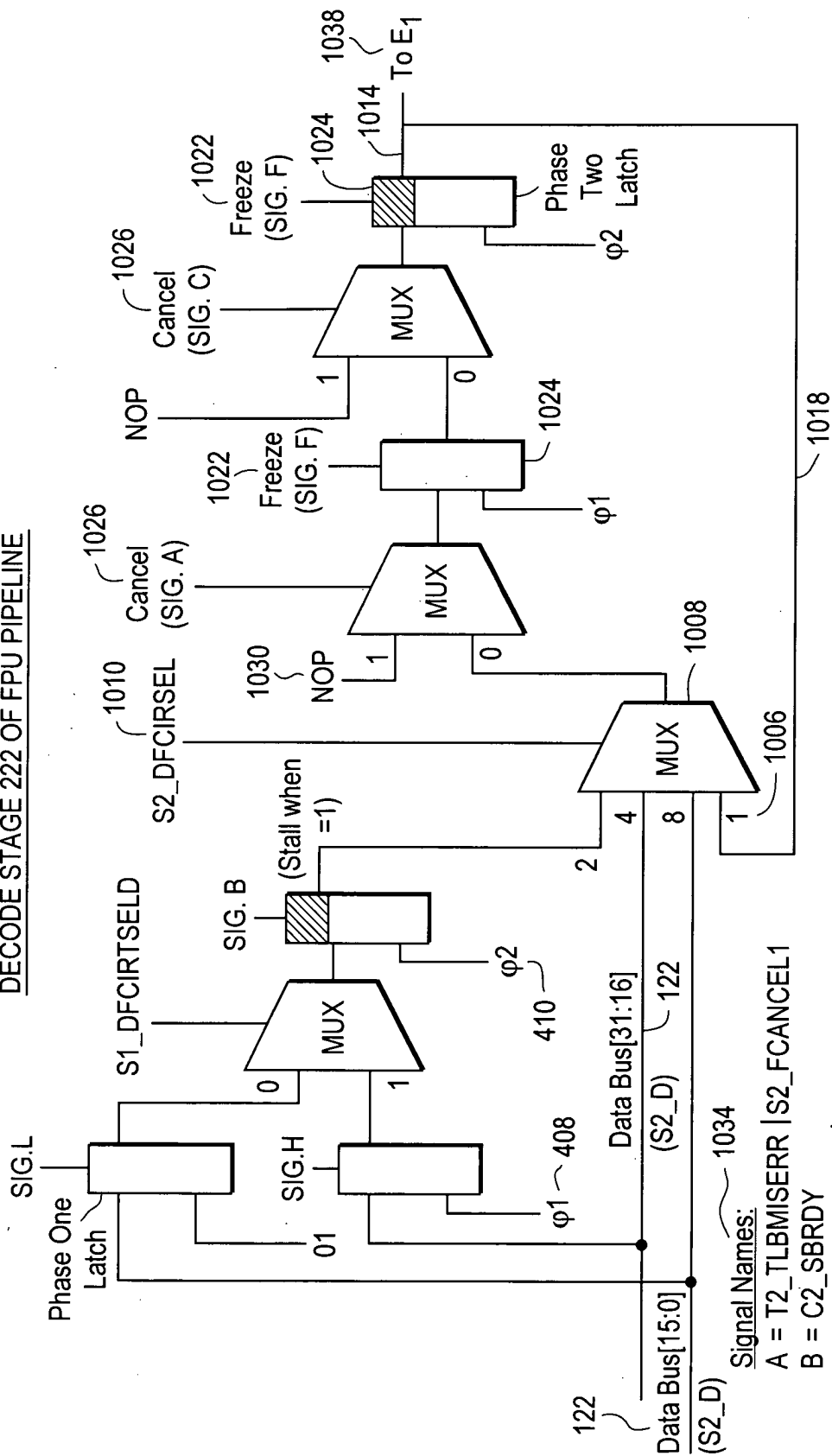


FIG. 8

DECODE STAGE 222 OF FPU PIPELINE



Signal Names:

A = T2_TLBMISERR | S2_FCANCEL1

B = C2 SBRDY

C = S1_FCANCEL2 | S1_INVALID

$$F = (C2_SBRDY \& L2_LRDY)$$

L = S2_IRTHILL & C2_SBRDY & L2_LRDY

H = S2_IRTHIHL & C2_SBRDY & L2_LR DY



FIRST EXECUTIONS STAGE (E1) OF FPU PIPELINE

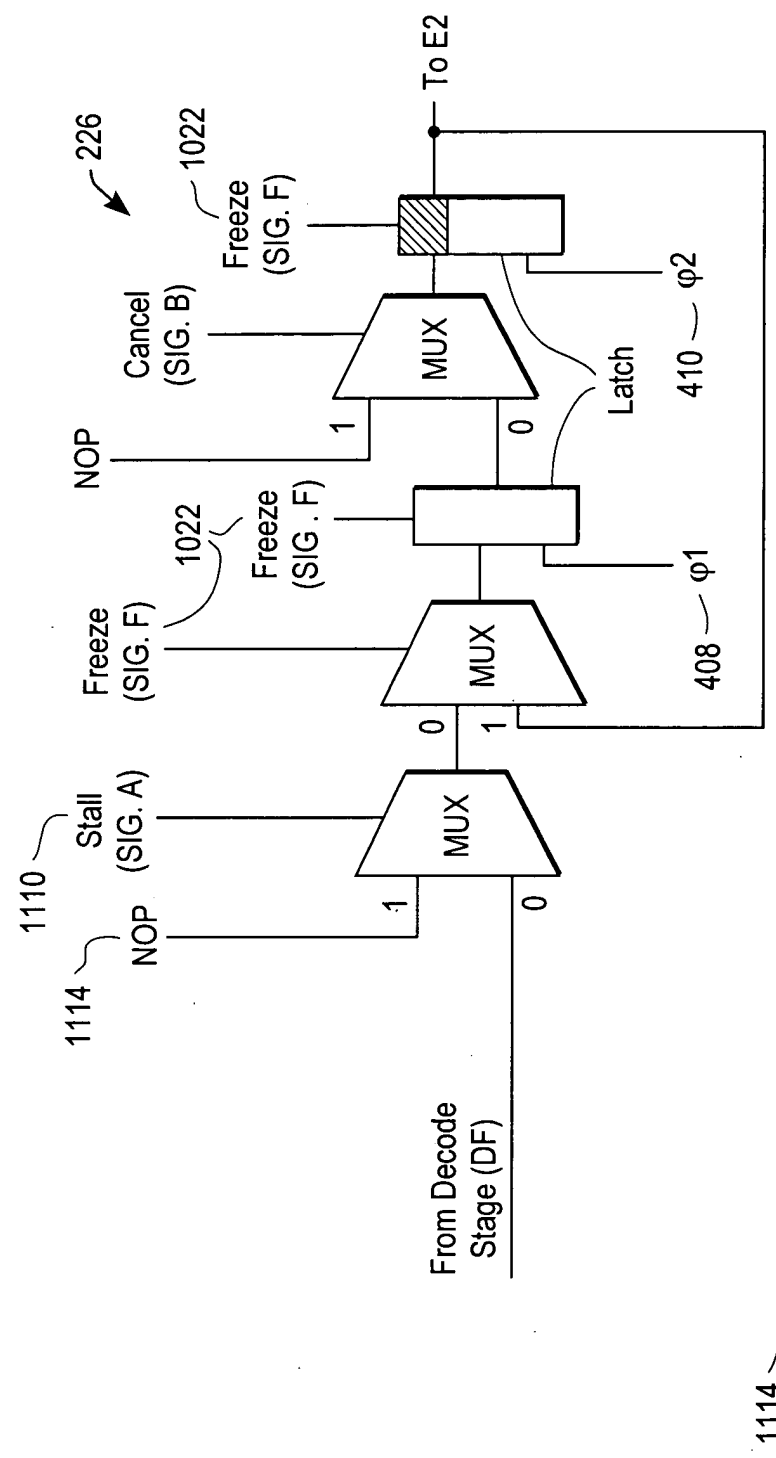


FIG. 11



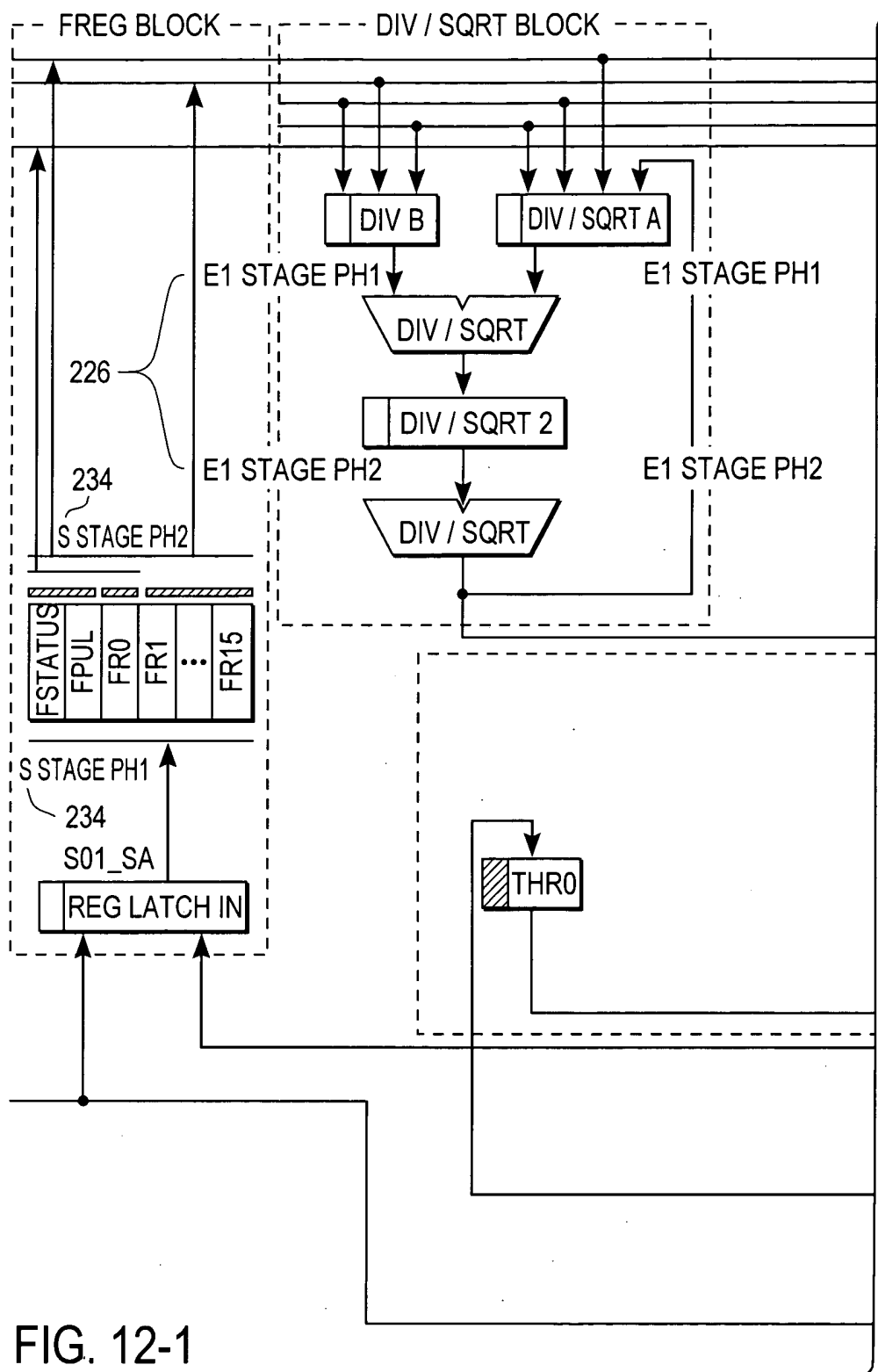
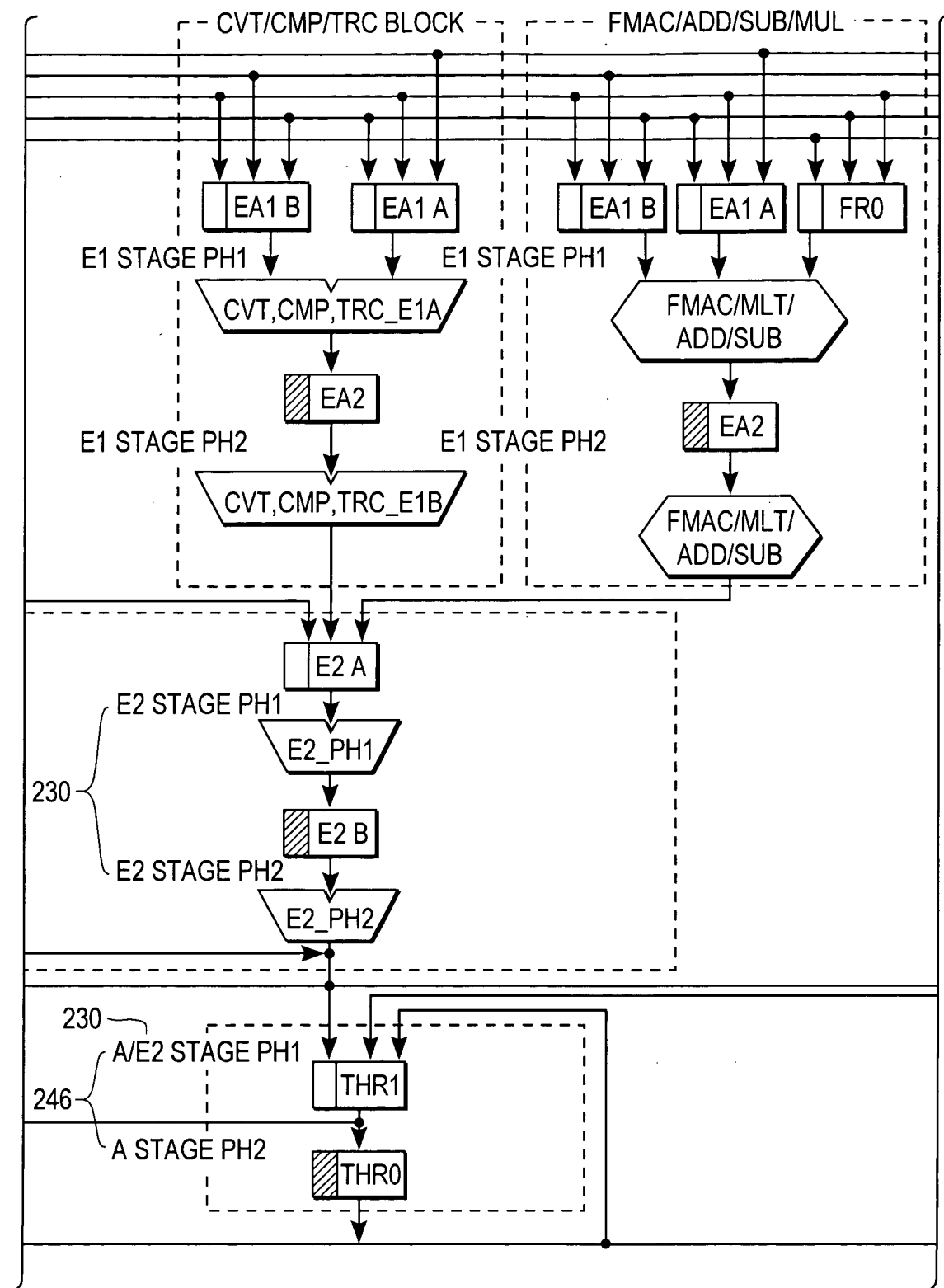


FIG. 12-1

FIG. 12-2 →



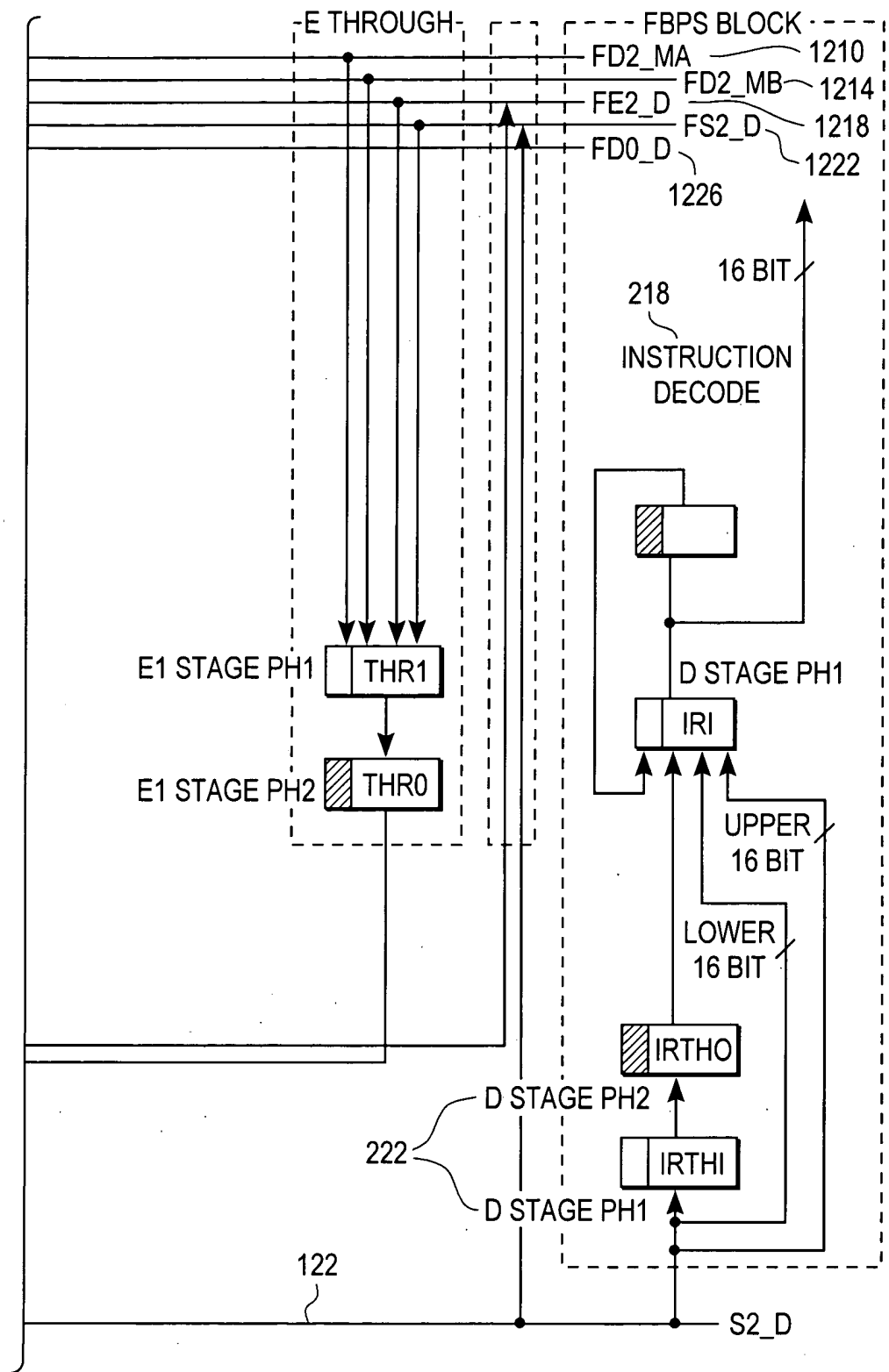


← FIG. 12-1

FIG. 12-2

FIG. 12-3 →





← FIG. 12-2

FIG. 12-3





T-BIT BYPASSING

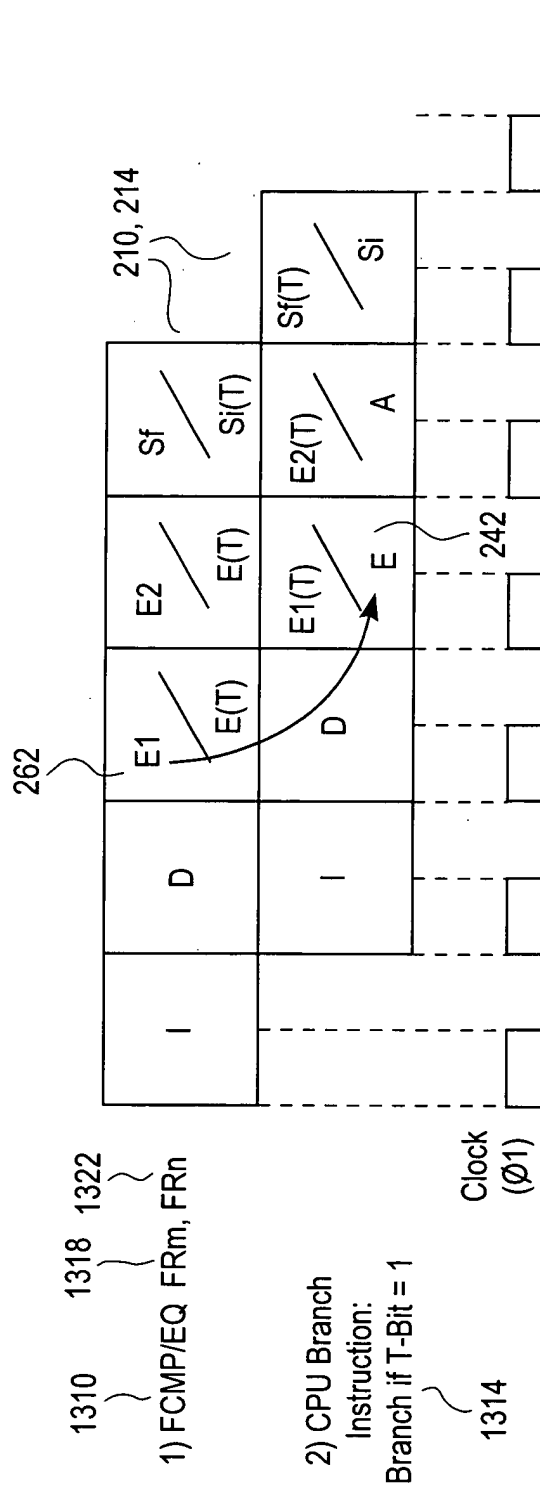


FIG. 13



T-BIT BYPASSING CIRCUIT IN CPU

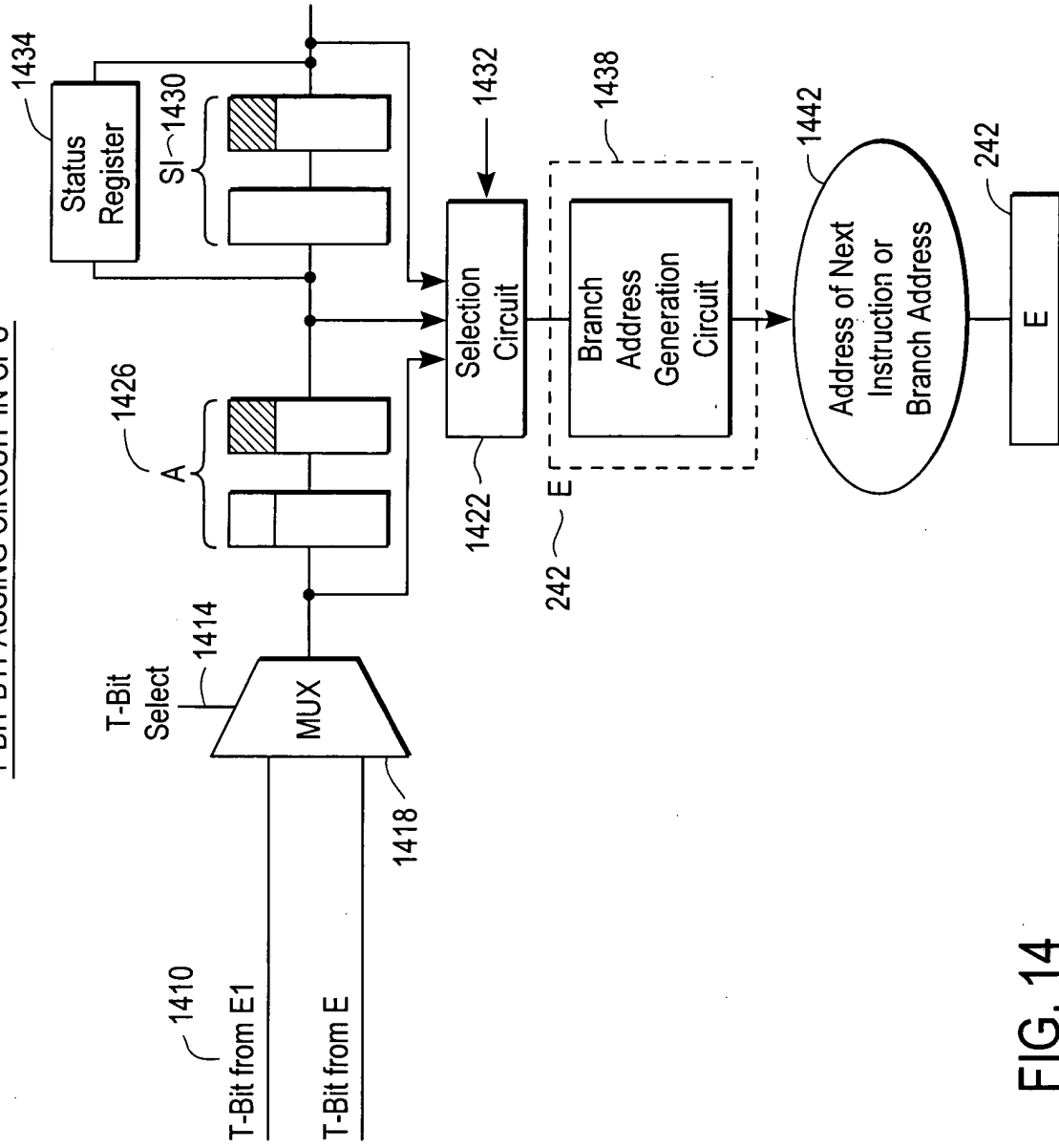


FIG. 14

MAINTAINING PRECISE EXCEPTIONS

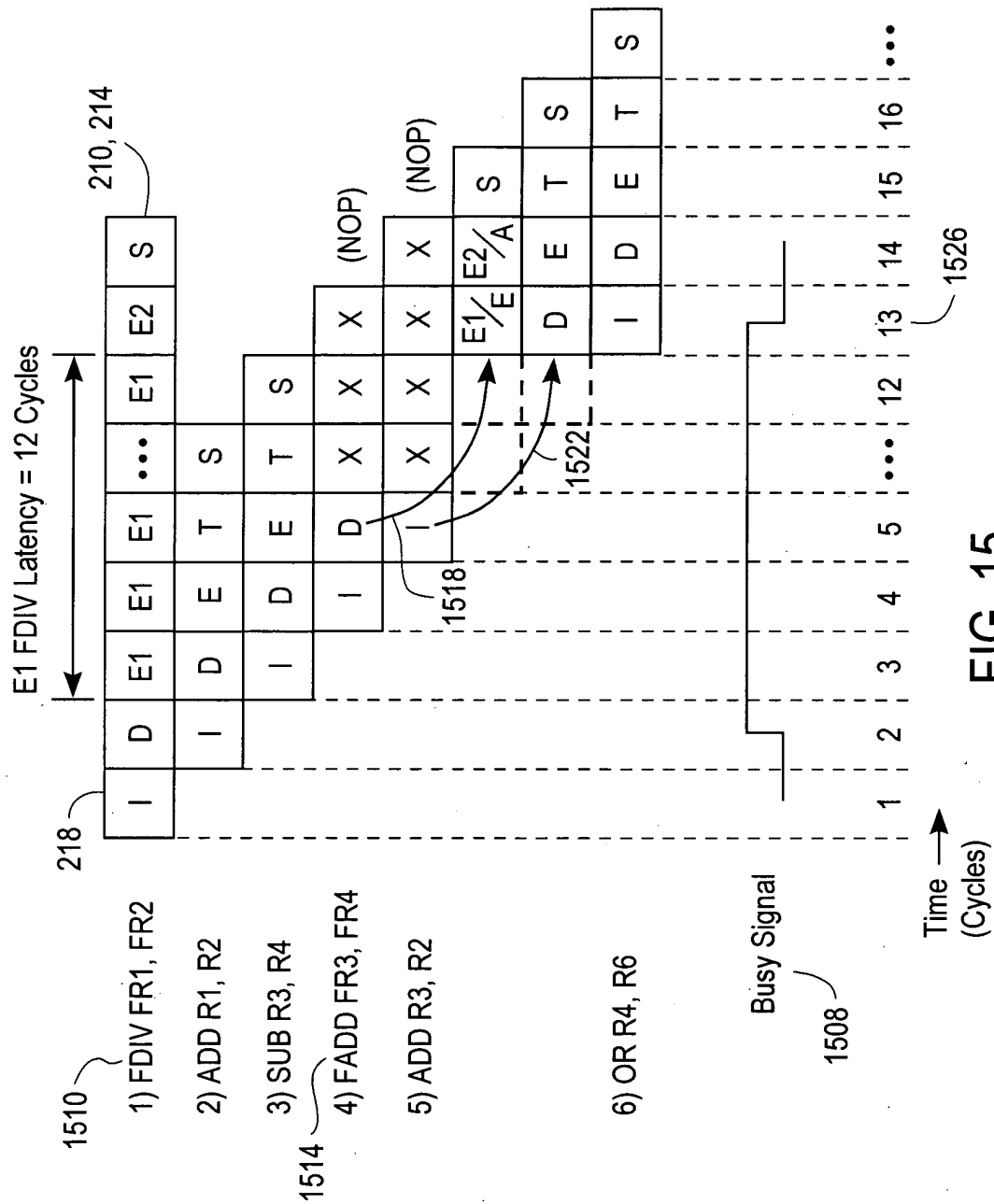


FIG. 15

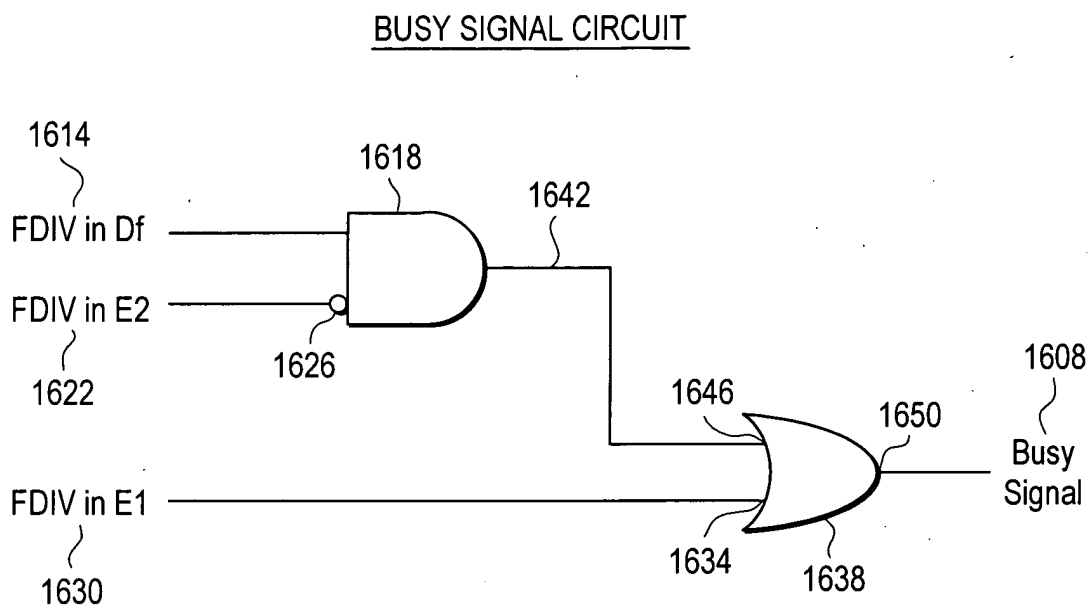


FIG. 16



32-BIT FLOATING POINT INSTRUCTION

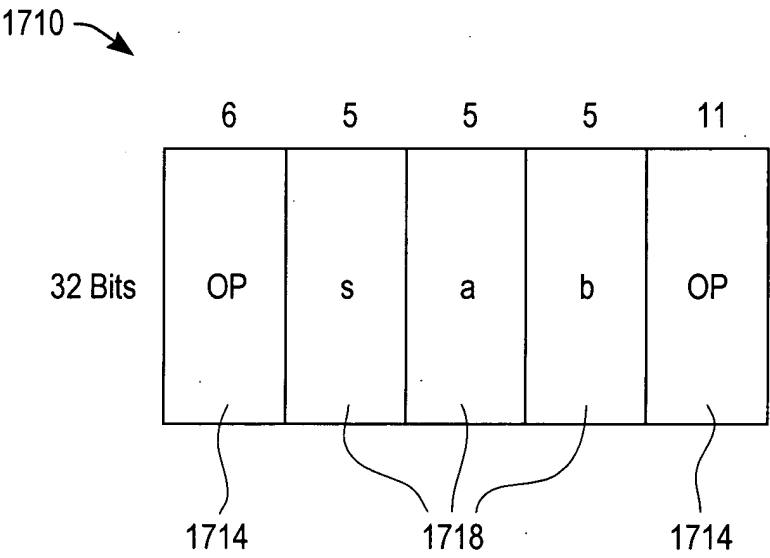


FIG. 17
(PRIOR ART)

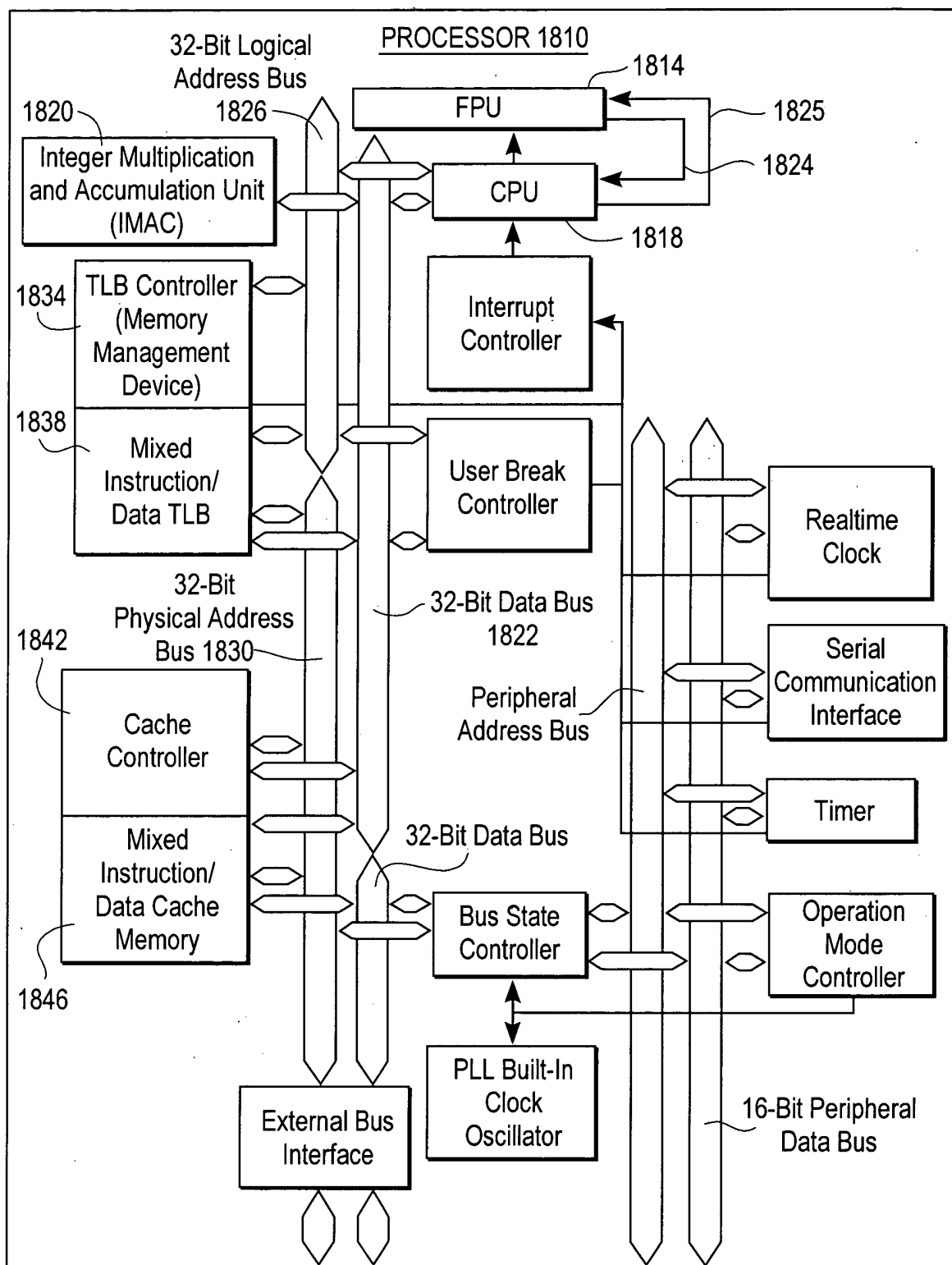


FIG. 18

FLUSHING DENORMALIZED NUMBER TO ZERO CIRCUIT

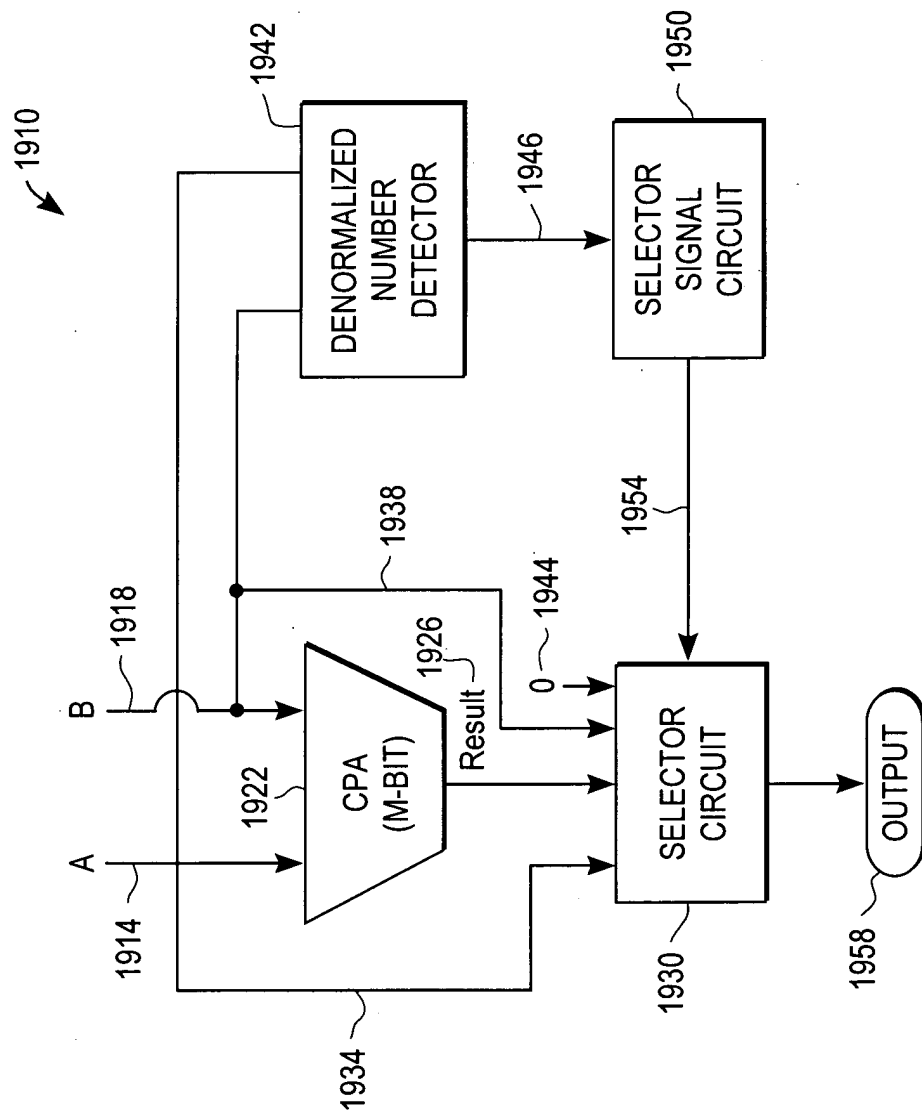


FIG. 19



DATA MOVEMENT TO AND FROM FPU

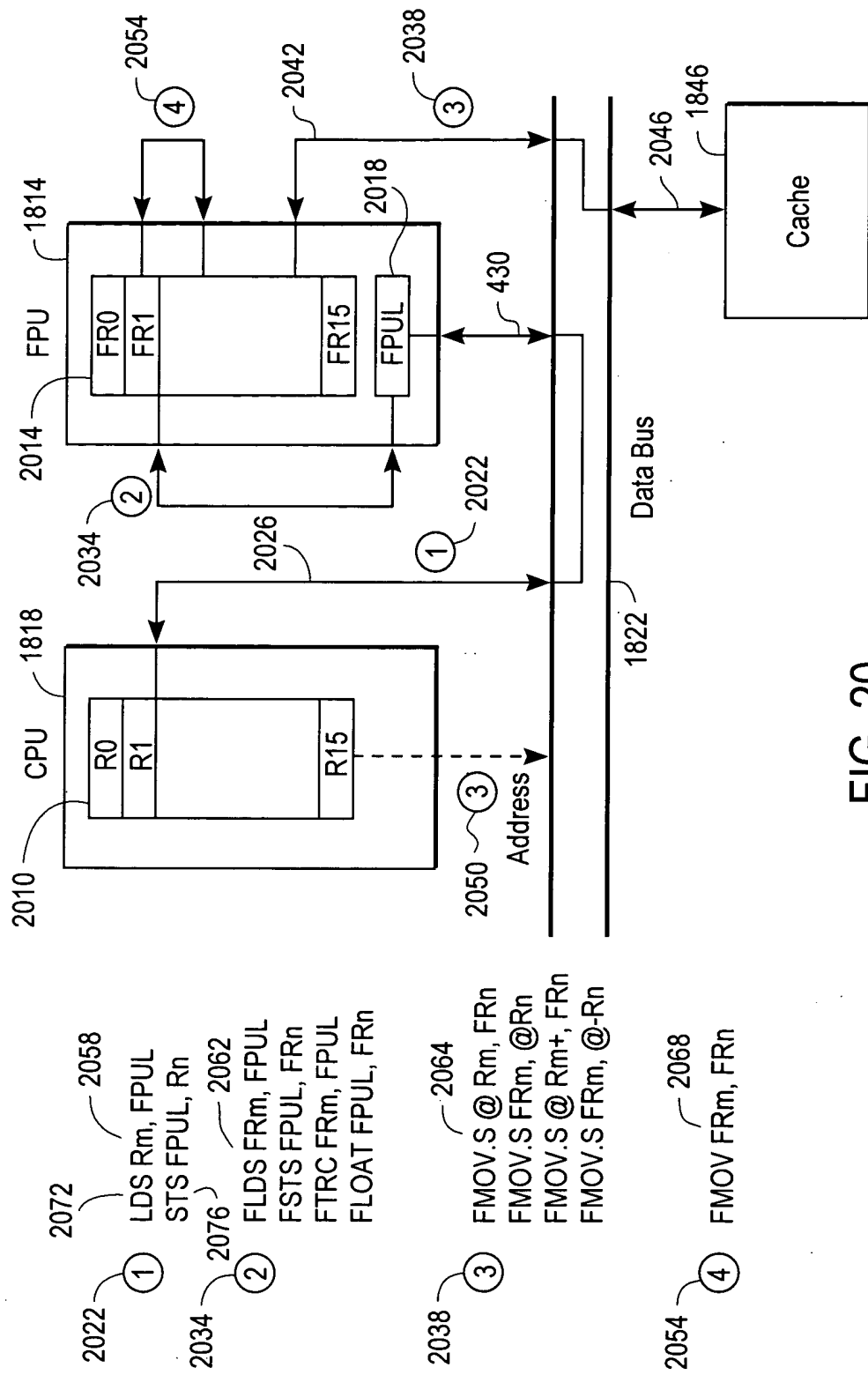


FIG. 20





16-BIT FP INSTRUCTION

2068 →

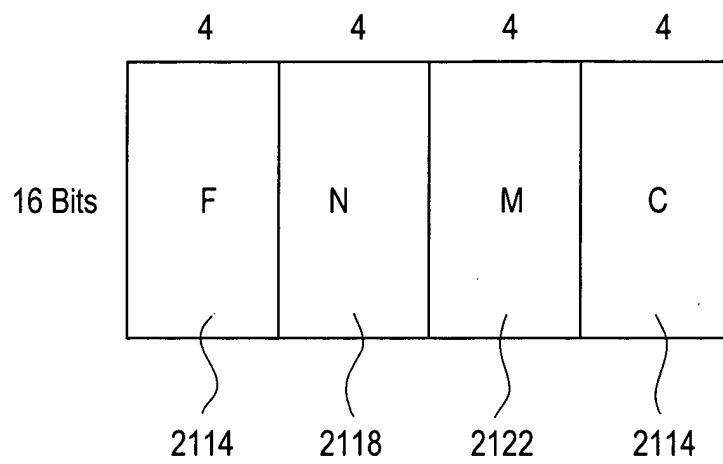


FIG. 21





FPU AND CPU PIPELINES

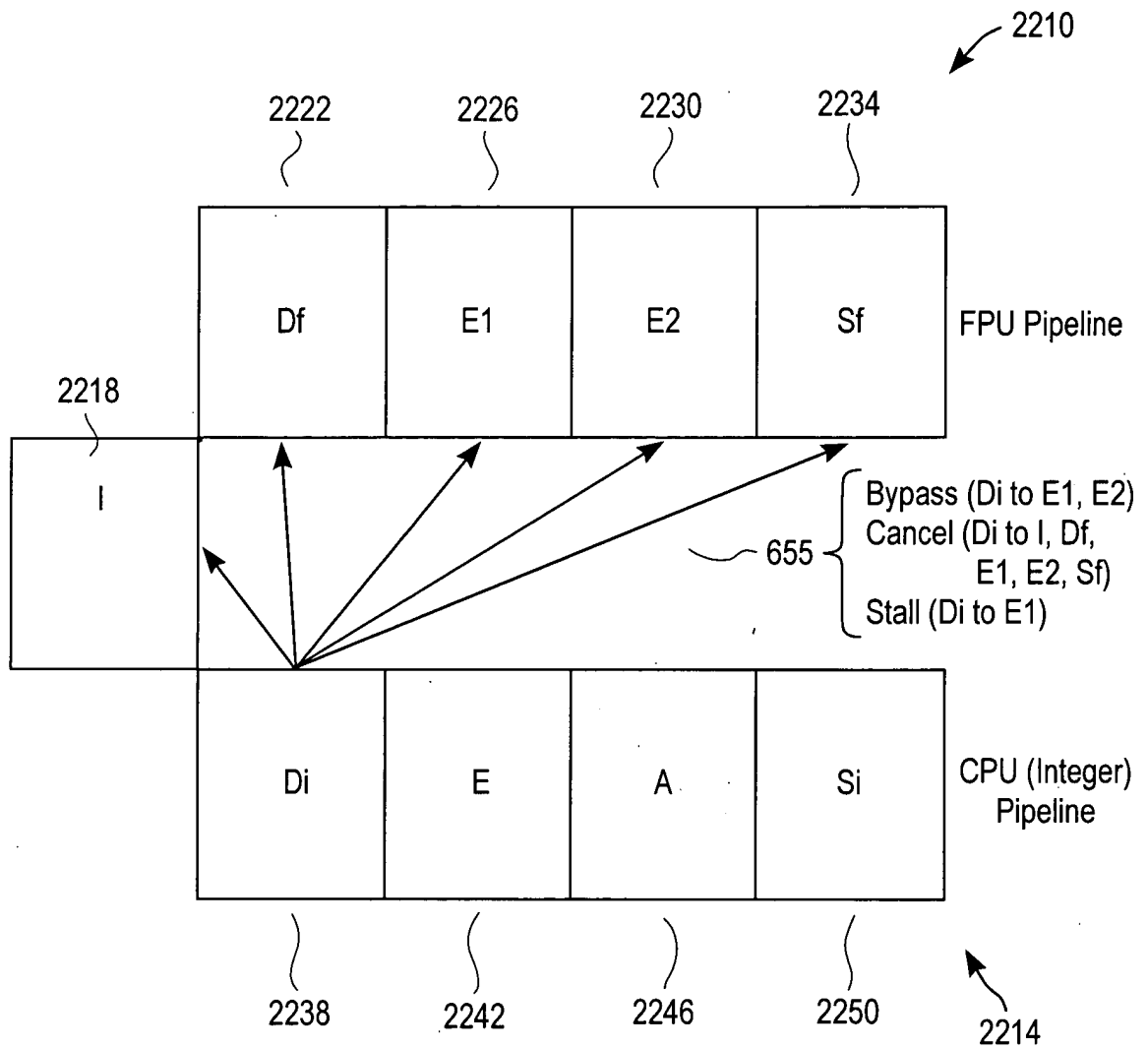


FIG. 22



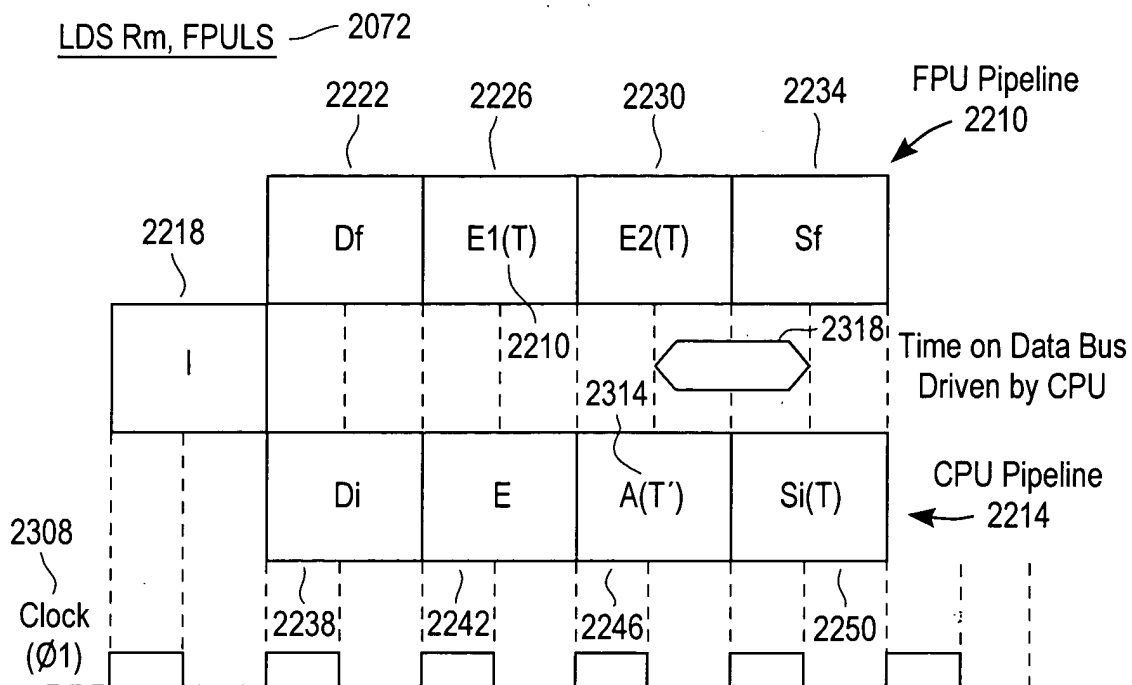


FIG. 23(a)

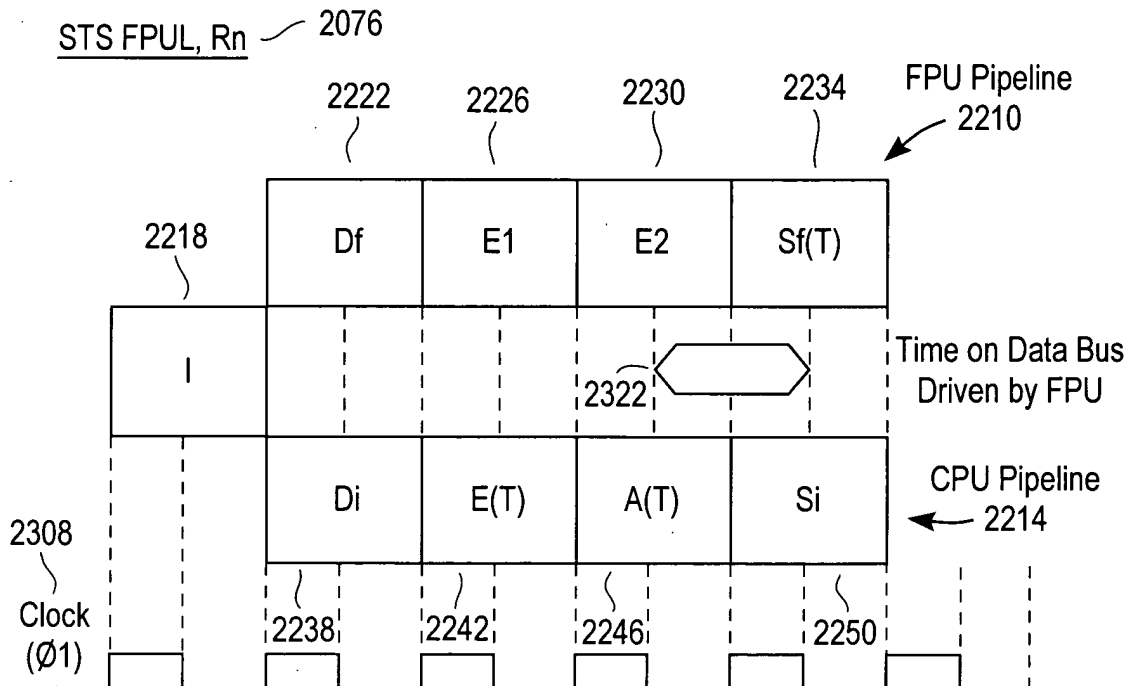


FIG. 23(b)





FPU PIPELINE CIRCUIT

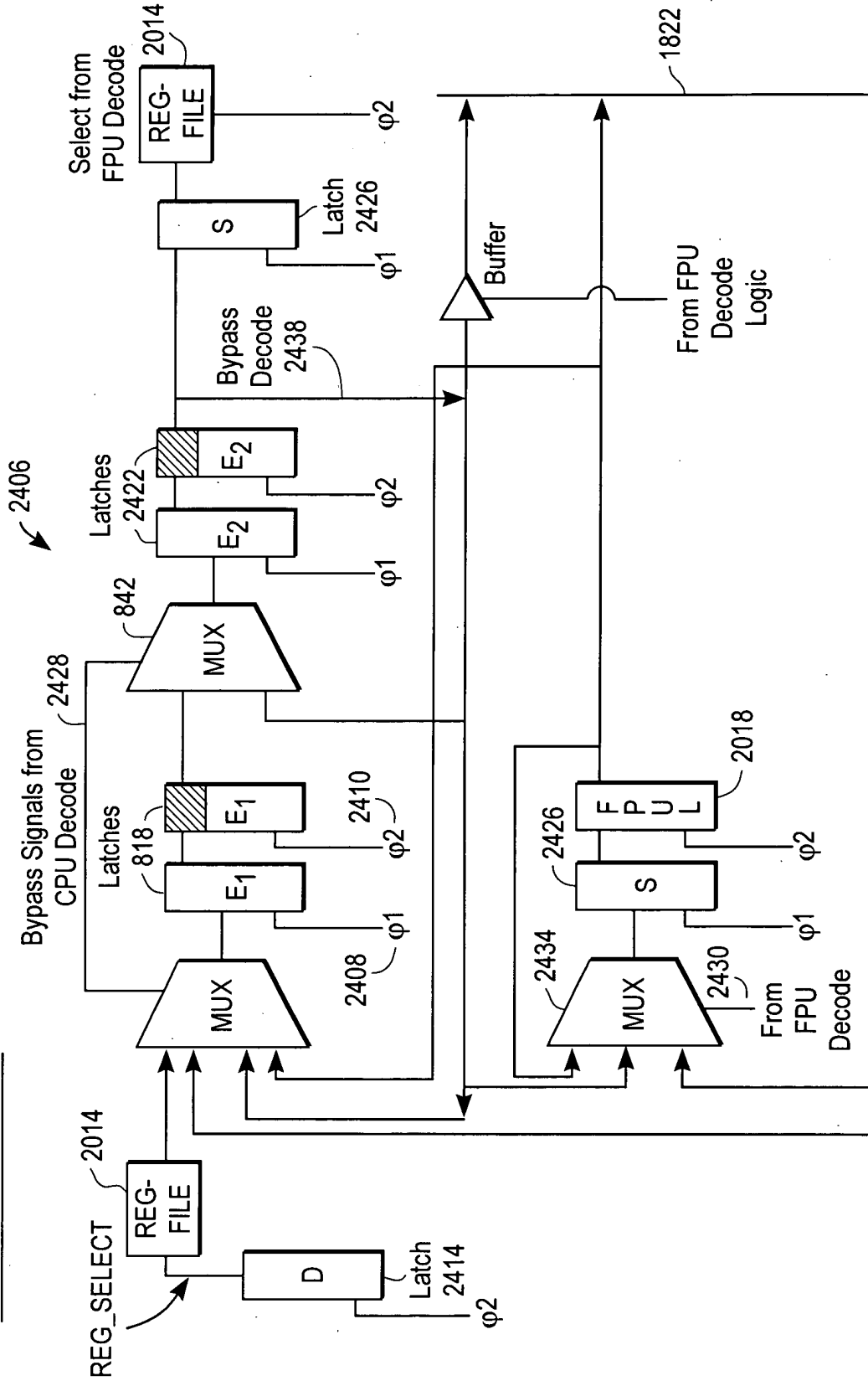


FIG. 24



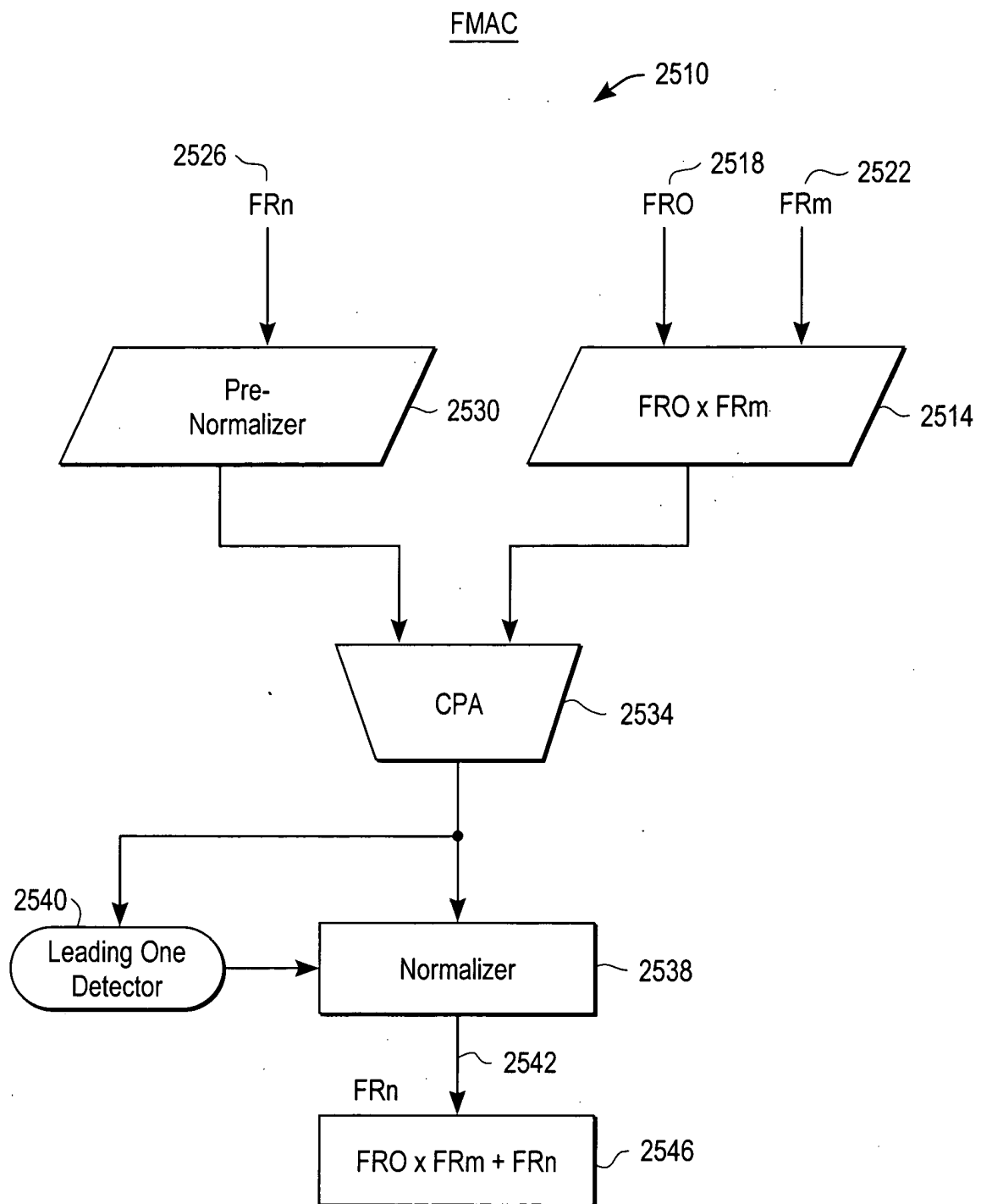


FIG. 25



FLOATING POINT LOAD IMMEDIATE 0/1 CIRCUIT

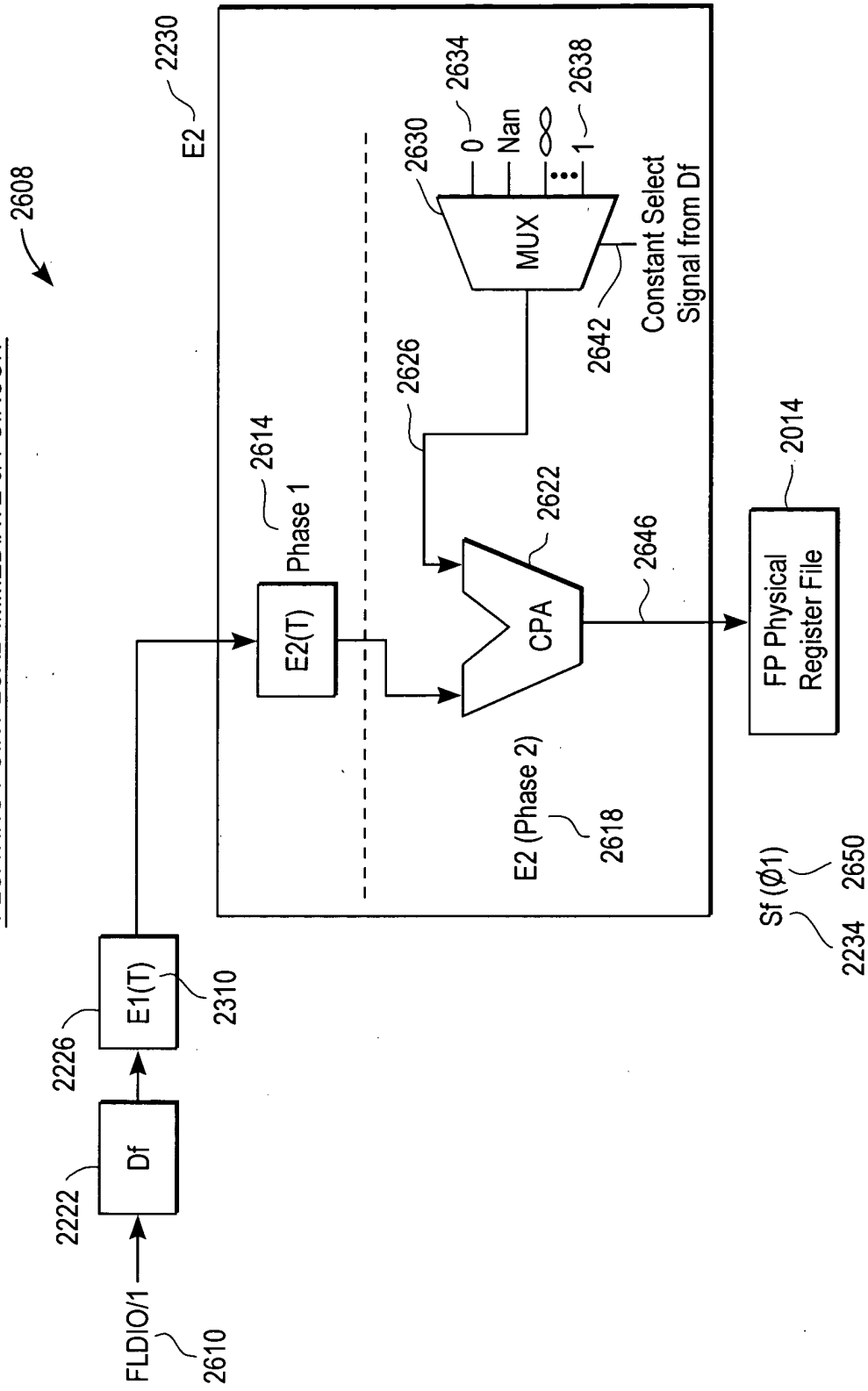


FIG. 26

DECODE STAGE OF FPU PIPELINE

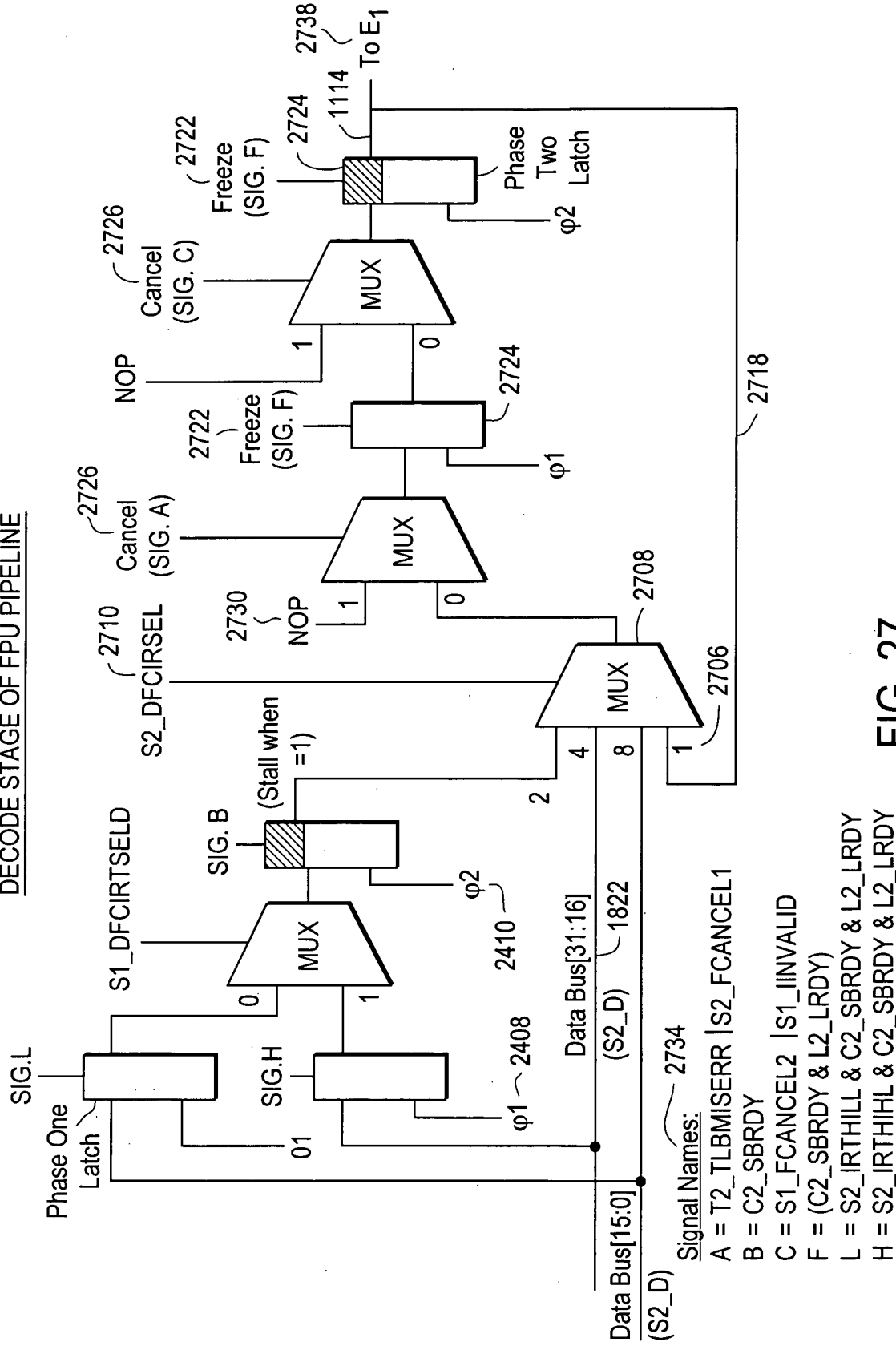
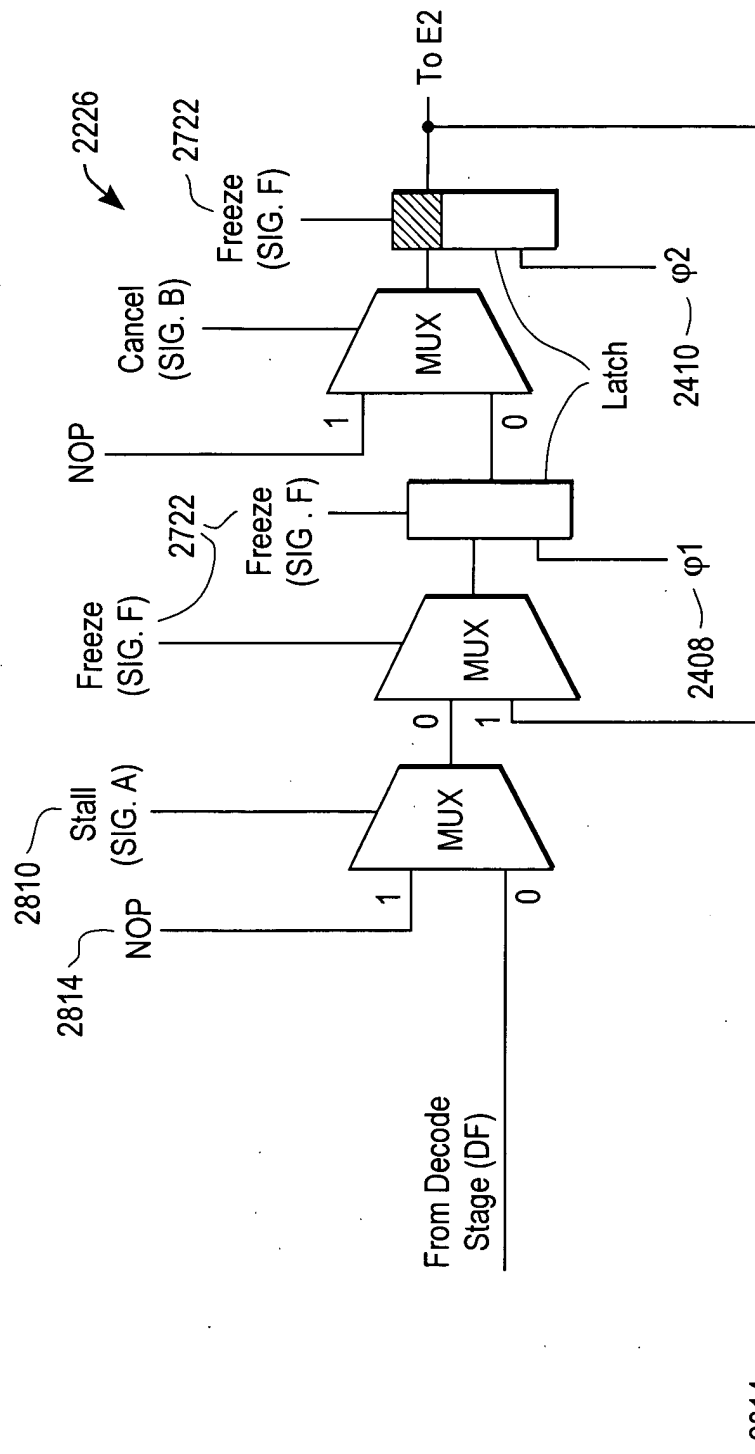


FIG. 27

FIRST EXECUTIONS STAGE (E1) OF FPU PIPELINE



Signal Names:

A = (T2_TLBMISERR & ~ FPU_IFETCH) | S2_FSTALL | ~FDIV_STEP | (C2_SBRDY & L2_LRDY)

B = S1_FCANCEL2

F = (C2_SBRDY & L2_LRDY)

FIG. 28

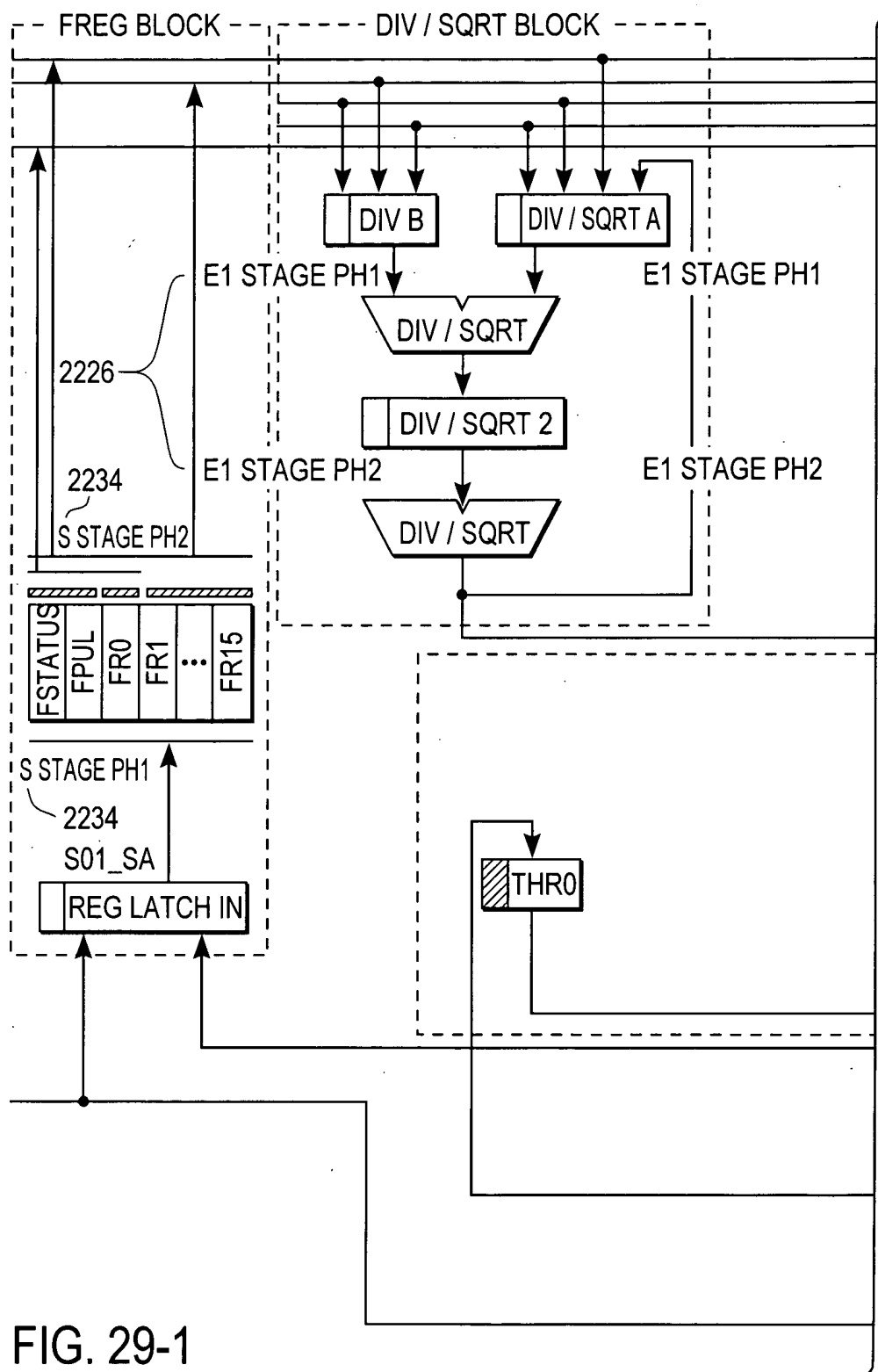


FIG. 29-1

FIG. 29-2 →



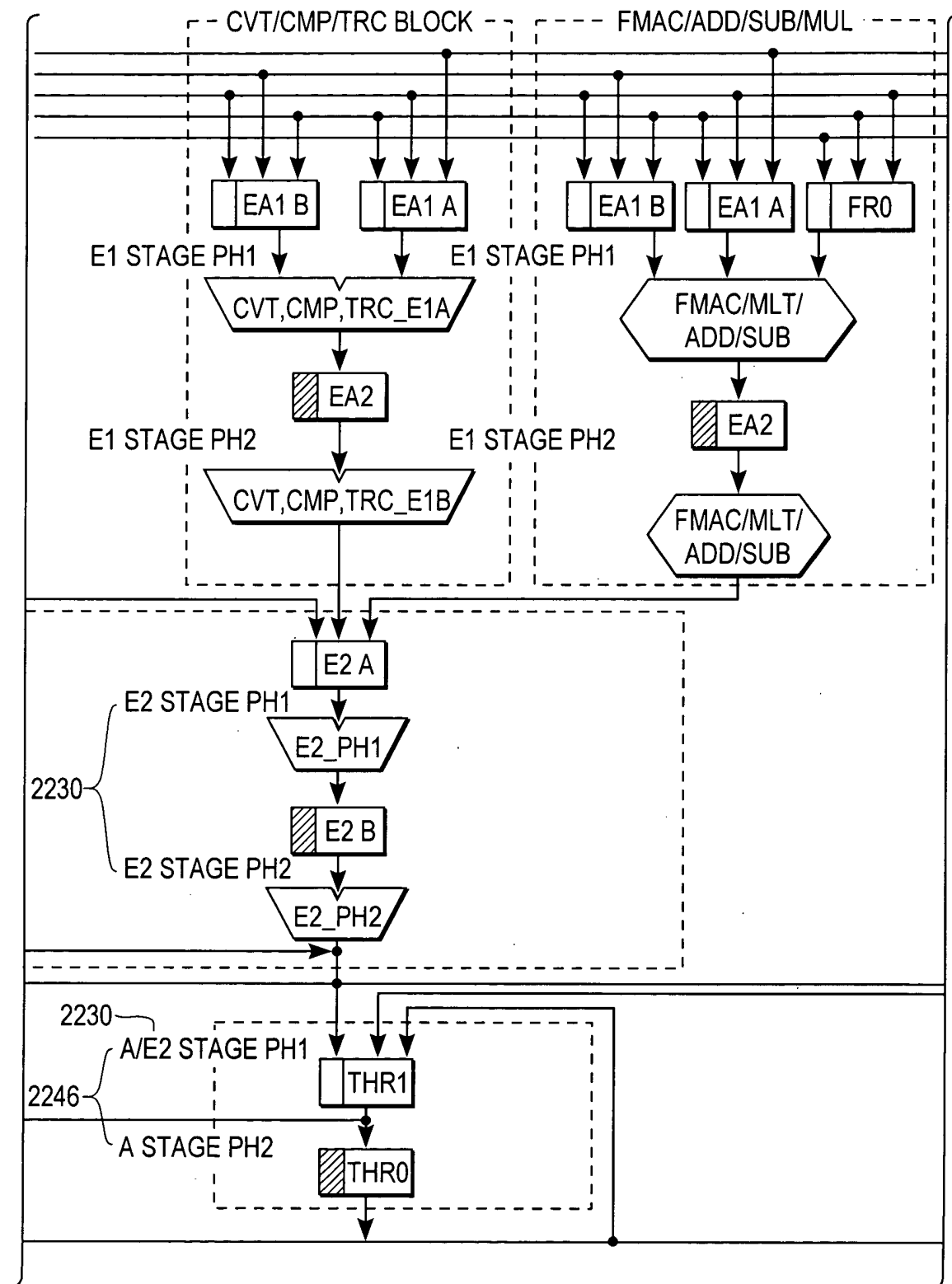
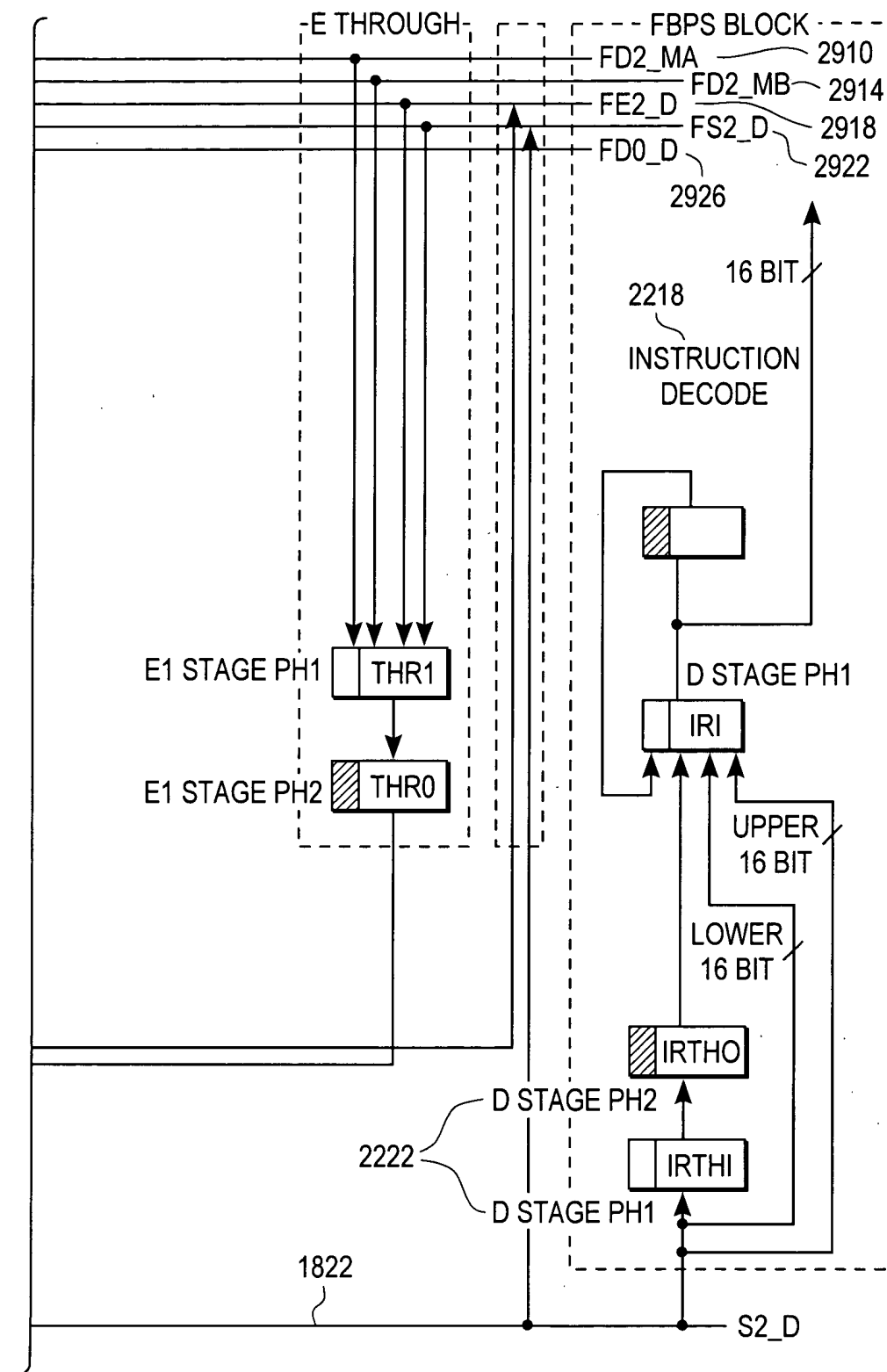


FIG. 29-1

FIG. 29-2

FIG. 29-3



← FIG. 29-2

FIG. 29-3

ROUNDING TO ZERO CIRCUIT

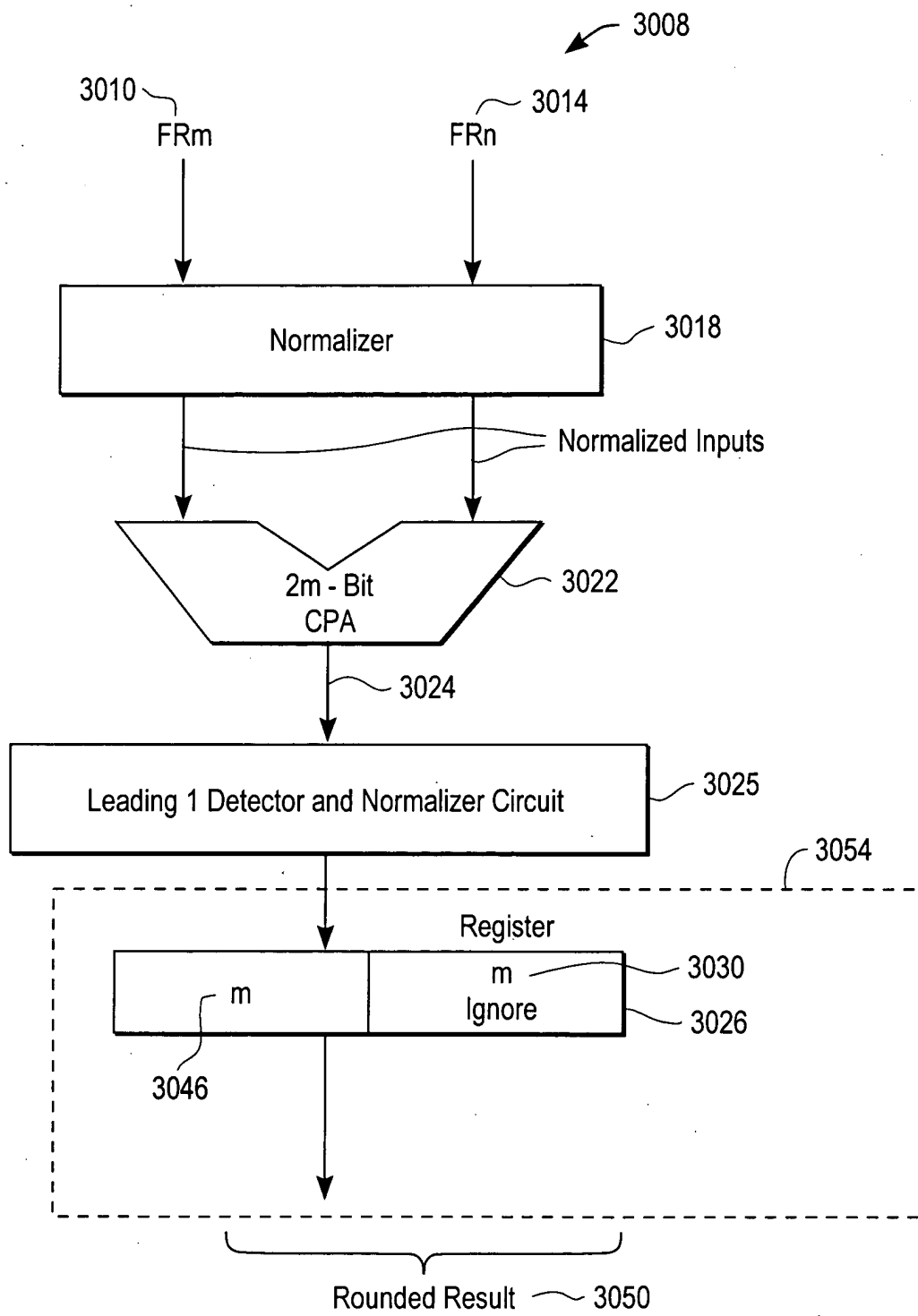


FIG. 30